

# OCTOPATH TRAVELER<sup>®</sup>

THE COMPLETE GUIDE

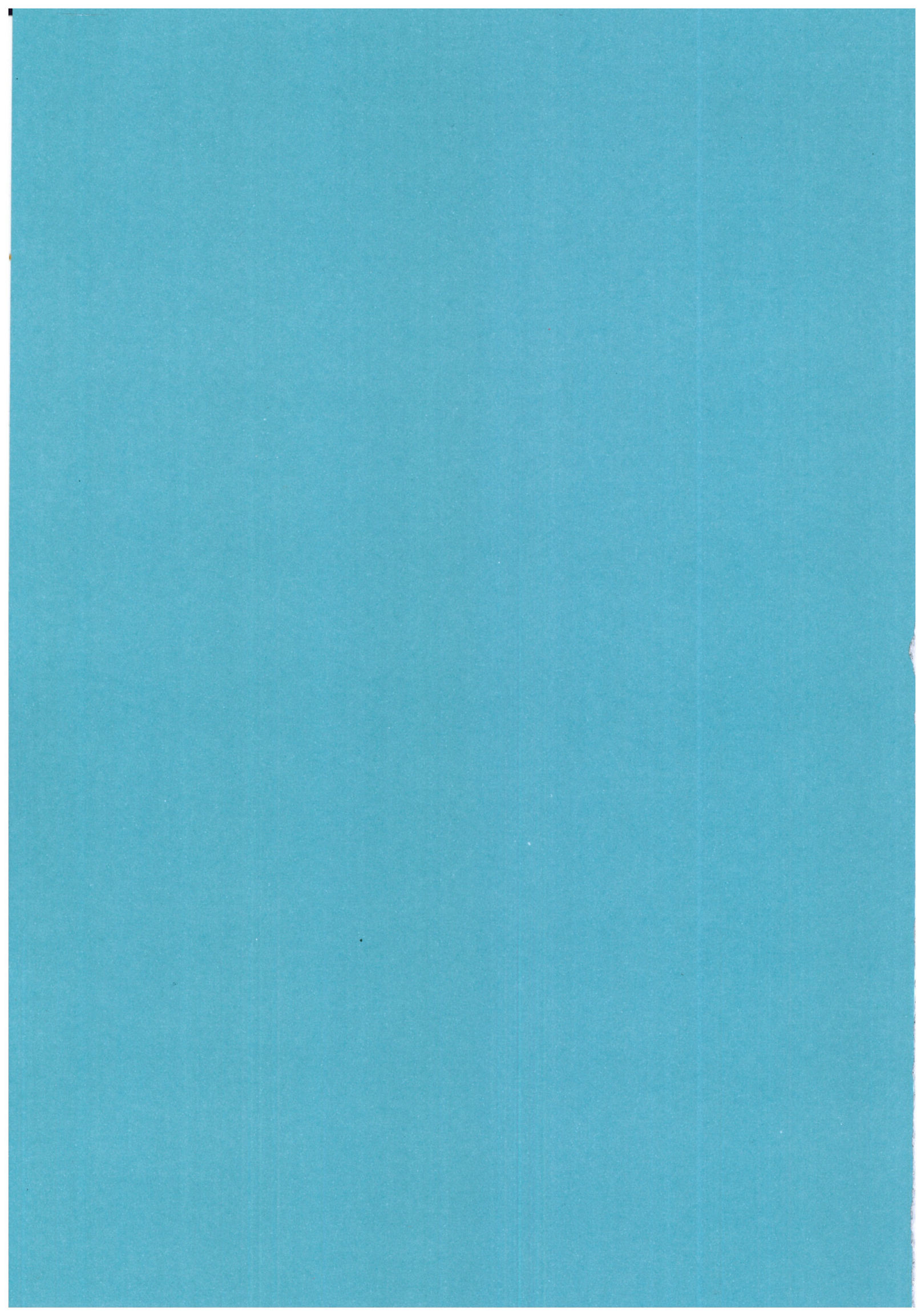




TBRN GR\_80s

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# OCTOPATH TRAVELER<sup>®</sup>

THE COMPLETE GUIDE



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Note: This guide is based on the version of the game after the July 13, 2018 update.



Traveler

You know my name. And so, to business.  
Who will be the next to die!



Olberic Eisenberg

## Olberic Eisenberg

Class: Warrior

Age: 35

VA: Patrick Seitz (English),  
Katsuyuki Konishi (Japanese)

A warrior under the king of Hornburg extolled as the "Unbending Blade."

Having lost king and kingdom to war, he made himself a new home in the small Highland village of Cobbleston.

But when an incident brings the name of a former friend to his ears, Olberic sets out on a journey to discover the meaning behind his sword hand.



I am Lady Primrose of House Azelhart.  
And on my father's blade . . .  
I will not lose faith! My faith shall be my shield against you!



Primrose Azelhart

## Primrose Azelhart

A dancer living in Sunlands' city of Sunshade. The daughter of the noble house Azelhart, she seeks three men bearing the mark of the crow who murdered her father ten years ago.

One day, Primrose spots one of her targets for revenge in Sunshade Tavern, and the wheels of fate begins to turn.

Class: Dancer

Age: 23

VA: Laura Post (English),  
Houko Kuwashima (Japanese)



I helped out someone in a bind.  
Simple as that.



Alfyn Greengrass

## Alfyn Greengrass

Class: Apothecary

Age: 21

VA: Greg Chun (English),  
Tomokazu Seki (Japanese)

This boy works as an apothecary in Clearbrook, an unassuming village nestled among the streams of the Riverlands. His dream is to help people all over the world, just like the medicine man who saved his life at a young age. Prompted by the words of his childhood friend and fellow apothecary Zeph, Alfyn decides to set off on his own travels.



Heh.....

Never thought a man of my talents would be working for someone like . . .



Therion

## Therion

The elusive thief who sends shivers down the spines of the nobles and millionaires of the craggy Clifflands. One day, he hears rumors of thieves being turned away after an attempted invasion of Ravus Manor. In order to steal the secret treasures of the Ravus, Therion tries his own hand at infiltrating the estate.

Class: Thief

Age: 22

VA: Chris Niosi (English),  
Yoshitsugu Matsuoka (Japanese)



... Never heard Master admitteth that any hunt would be difficult.....  
Either this "Redeye" is truly the most formidable of beasts, or ...

H'aanit



## H'aanit

Class: Hunter

Age: 26

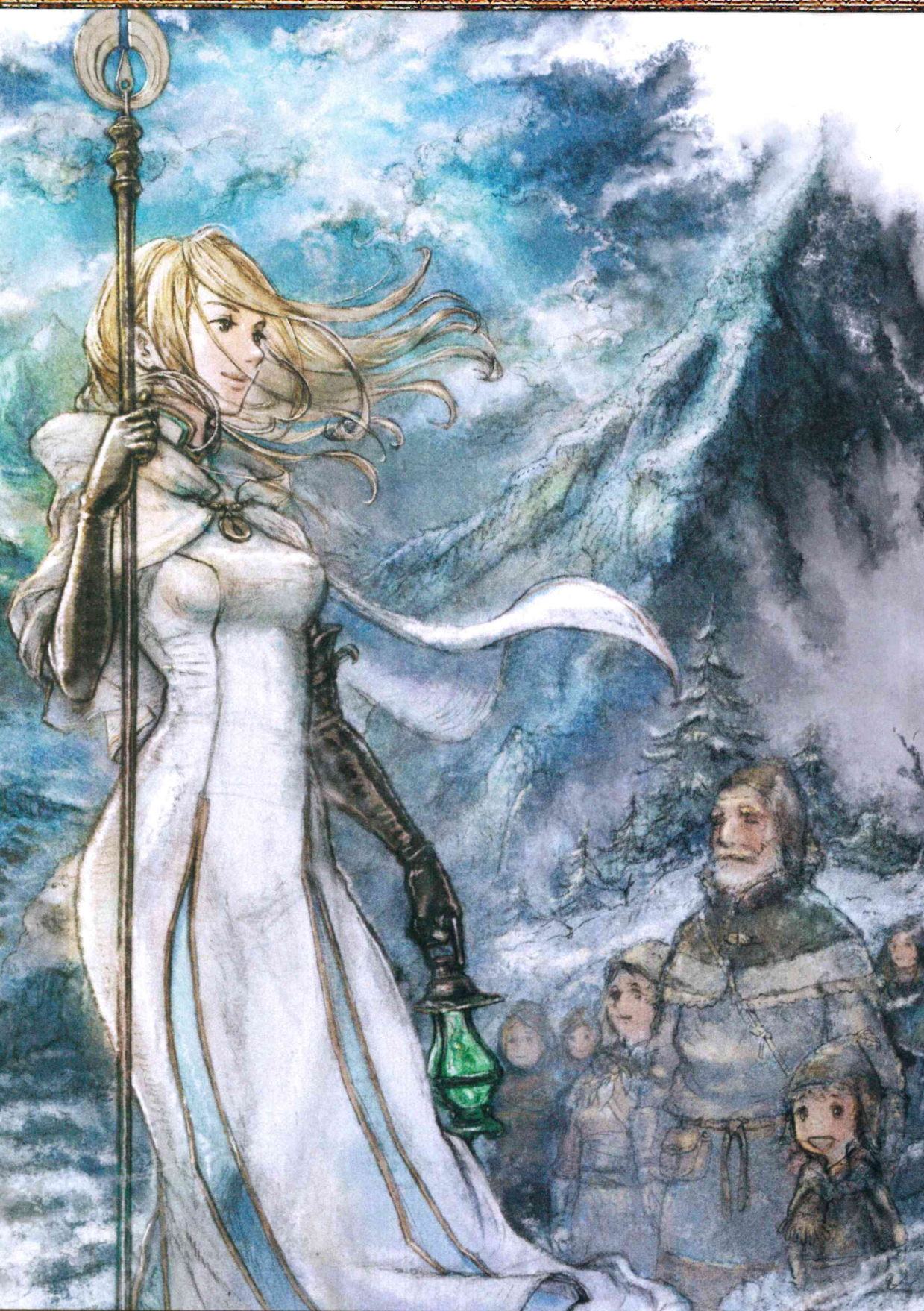
VA: Cindy Robinson (English),  
Yuuko Kaida (Japanese)

A young lady inhabiting the deep Woodland forests as a hunter. One year ago, her mentor and fellow hunter Z'aanta left the village to hunt the monster Redeye, but never returned.

Picking up Z'aanta's trail, H'aanit takes to the road with her partner, the snow leopard Linde.



Till we meet again, dear sister.  
May the Sacred Flame light your path!



Ophilia Clement

## Ophilia Clement

Class: Cleric

Age: 20

VA: Cristina Vee (English),  
Ai Kayano (Japanese)

A cleric serving the Order of the Flame in the frigid Frostlands.

Her friend and adopted sister Lianna was tasked with the Kindling, a ritual performed once every twenty years that would see her travel all across the land. And yet, with the crucial ritual on the horizon, the two girls face an unexpected trial . . .



I am, shall we say, philosophically.....  
opposed to your stance on knowledge.



Cyrus Albright

## Cyrus Albright

Class: Scholar

Age: 30

VA: Steve West (English),  
Yuuichirou Umehara (Japanese)

A scholar stationed at the Royal Academy of Atlasdam, a kingdom situated in the expansive plains of the Flatlands. Having applied to access the Royal Archive, he finally receives permission and heads there straight away. There, Cyrus realizes a certain book has gone missing, the discovery of which sets him toward a hapless fate.



I'll see the world and have customers.....  
from every corner of the realm!



Tressa Colzione



## Tressa Colzione

Class: Merchant

Age: 18

VA: Fryda Wolff (English),  
Ruriko Aoki (Japanese)

This young girl is the merchant of a general store run by her parents in the Coastland port of Rippletide.

In the days she spent mulling over her true goals, a merchant ship pulled into harbor. This event causes her to set out on a trip to see the world.



# TRAVELER GUIDE

*Octopath Traveler* is an RPG telling the stories of eight protagonists, each to be advanced with an incredible degree of freedom. Here we explain eight elements to remember as you progress through the game.

## Guide 1 Protagonist Selection and Story Progression

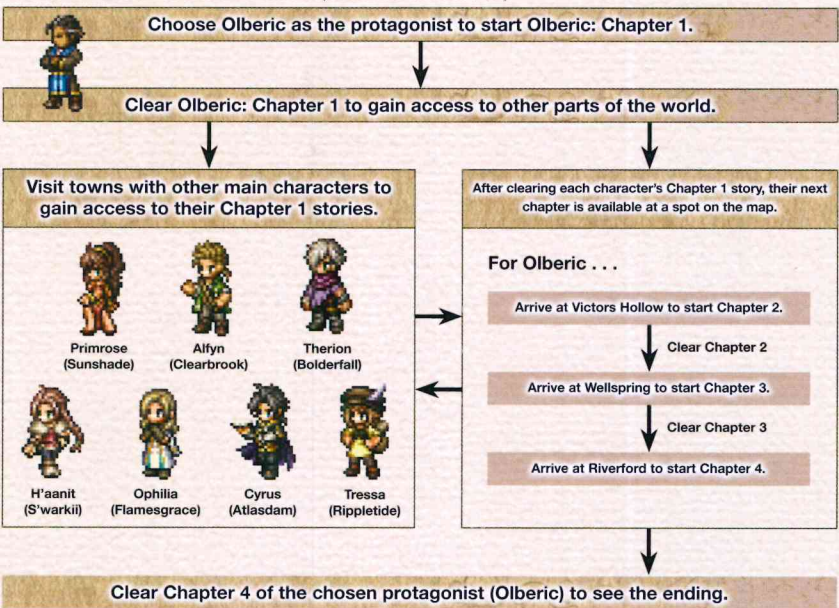
At the start of the game, you select one of the eight characters to be your protagonist. You will start from the selected character's Chapter 1 story. Clearing this chapter allows you to travel to other areas.

When you meet a different character in another city, you can play that character's Chapter 1 story. For any character, clearing a chapter grants access to their next chapter, and each character has four story chapters in all.



▲ Any character's story can be interrupted (and subsequently re-started) at a Tavern in any city.

### STORY PROGRESSION EXAMPLE (OLBERIC SELECTED)



## Guide 2 Side Story Detours

As you progress through the main story, you'll encounter villagers with an orange text bubble above their heads. Talking to one triggers a side story. These aren't necessary to advance the main story, but clearing one nets you items and leaves for your efforts. Much of the equipment offered can only be obtained from these rewards.



▲ You can check on side stories from the Journey section of the menu, with the length of each flag representing the side story completion rate of each region.



▲ Some side stories have two ways to complete them, changing the outcome for each option.

CHECK THE STORY GUIDE (PAGE 15) FOR MAIN STORY DETAILS, AND THE SIDE STORY LIST (PAGE 34) FOR SIDE STORY DETAILS!

## EXTRA GUIDE



## Beware of Difficulty Scaling

As you complete chapters in each character's main story, you gain progression points. These aren't shown on-screen, so you can't check them for yourself. Once you achieve a certain amount of points, a powerful enemy appears on part of the map (\*1). The strength of each character's Chapter 1

boss is also affected by these progression points. Unlike normal changes in difficulty, progression point difficulty stages are calculated as follows: level 1 to start; level 2 from at one point; level 3 at 2 points; and level 4 from 3 points onward.

### PROGRESSION POINTS ADDED UPON CLEARING CHAPTERS

CLEARED CHAPTER	CH. 1	CH. 2	CH. 3	CH. 4
PROGRESSION POINTS	1	4	8	16

\*1: Enemies that appear after accumulating progression points are written in the enemy data section of Map Data (page 48).



## Guide 3 Using Path Actions

While moving around the field, you'll interact with townspeople using actions like Challenge or Allure, also known as Path Actions. These actions are not only useful for your journey—some are essential to advancing main storylines. Each type of Path Action is written below, so please use this as reference to wield these skills effectively.



▲ Path Actions can only be used by characters currently in your party.



▲ Some actions can't be used on certain townspeople, and will appear crossed-out in their options list.

✳ PATH ACTION TYPES AND CHARACTERISTICS (BLUE FOR NOBLE ACTIONS, RED FOR ROGUE ACTIONS, WHICH NEGATIVELY AFFECT YOUR REPUTATION IN TOWNS WHEN FAILED.)

### CHALLENGE (OLBERIC) / PROVOKE (H'AANIT)

**EFFECT** Battle against townspeople, knocking out the target when you win. Provoke will negatively affect your reputation in town if you lose or flee.



Olberic can use the Challenge action, and H'aanit can use the Provoke action to fight. Olberic can't use Challenge on certain townspeople if his level is too low. Battles engaged through Provoke allow combat through captured beasts with the Summon Beast command.

### INQUIRE (ALFYN) / SCRUTINIZE (CYRUS)

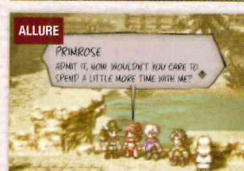
**EFFECT** Obtain information on hidden items, add items to shops, or get discounts for the Purchase action. Failed attempts to use Scrutinize will negatively affect your reputation in town.



Gain information needed to progress the story, ascertain the locations of hidden items, and more. Alfn can't use Inquire unless his level is above that of the target townspeople, and Cyrus runs the risk of failing Scrutinize actions if his level is too low.

### GUIDE (OPHELIA) / ALLURE (PRIMROSE)

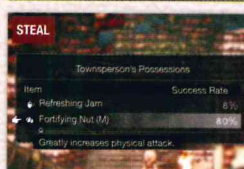
**EFFECT** Bring townspeople along on your journey, calling them to participate in battles. Failed attempts to use Allure will negatively affect your reputation in town.



Ophelia can't Guide certain townspeople if her level is too low, and Primrose runs the risk of failing Allure actions if her own level is low. You can check the strength and skills townspeople show in battle in the Townspeople Data section (page 130).

### PURCHASE (TRESSA) / STEAL (THERION)

**EFFECT** Obtain (or in the case of Purchase, buy) items held by townspeople. Failed attempts to use Steal will negatively affect your reputation in town.



Choose among items held by townspeople, and attempt to obtain them through Purchase or Steal. There is no way to fail the Purchase action, but you can only obtain items if you have the leaves required to buy them. Therion runs the risk of failing Steal actions if his level is too low.

## Restoring Your Reputation

Failing Rogue actions five times will worsen your reputation, preventing you from using any Path Actions on townspeople in that town or the map area around it. You can repair a tarnished reputation at the Tavern of any affected city or town. Restoring your reputation can cost anything between 1,000 to 100,000 leaves, so it's best to avoid Path Actions with low probability of success.

### CONDITIONS FOR CHANGING YOUR REPUTATION

- ◆ Fail five Rogue actions to ruin your reputation.
- ◆ In this state, talk to the bartender at the local Tavern, select Restore Reputation, and pay 1,000–100,000 leaves (depending on the town) to reset your reputation.
- ◆ You may be able to use certain Path Actions needed for main story progression even with a tarnished reputation.



▲ Path Actions appear red when your reputation is tarnished, meaning they can't be used. Fix this as soon as you can!

CHECK TOWNSPEOPLE DATA (PAGE 130) TO SEE HOW TOWNSPEOPLE ARE AFFECTED BY PATH ACTIONS!

## Guide 4 Know Your Facilities

In towns, the Inn, a Provisioner, and an Armorer offer services in exchange for leaves, and the Tavern lets you change up your party members. These are essential to preparing for your journey, so learn the ins and outs of each facility. Traveling merchants and save points also dot the field and dungeons, making them readily available on your travels.

### FACILITY TYPES AND FUNCTIONS

FACILITY NAME	FUNCTION
Inn	Completely restore HP and SP by paying a lodging fee (total party member level x2).
Armorer, Provisioner, General Store, Traveling Merchant	Buy and sell items. Available selection differs for each shop.
Tavern	Talk to the bartender to change your party members, change equipment for all characters, interrupt or restart main storylines available in that town, or restore a ruined reputation.
Save Point	Save your game progress.



## Guide 5

# Control the Battlefield with Parameters and Attack Types

Each character has eleven different parameters. Most parameters change dramatically depending on your party's equipment, so swap out weapons and armor with higher stats as you get them. There are also two types of attacks: physical and elemental. Remember the parameters that affect these attacks and which types act as enemy weaknesses.



▲ Parameters differ for each character. Aside from equipment, these stats can change depending on a character's Job (page 116).

### PARAMETER MEANINGS

PARAMETER	EXPLANATION
Level	Affects the feasibility and success probability of Path Actions. Leveling up raises a character's HP and SP.
HP	A character's health. They are KO'd when this reaches zero (page 14).
SP	Consume this to use abilities.
Physical Attack	Affects damage dealt by physical attacks.
Elemental Attack	Affects damage dealt by elemental attacks.

\*1: The higher a character's Critical stat is compared to the enemy's Speed, the more likely for a critical hit to occur. Critical hits are about 125% of regular damage.

### ATTACK TYPES

ATTACK TYPE	DETAILS
Physical Attack	Damage is determined by the attacker's Physical Attack and the receiver's Physical Defense. There are six types of physical attacks: swords, spears, daggers, axes, bows and staves. Types are determined by weapons and abilities equipped.
Elemental Attack	Damage is determined by the attacker's Elemental Attack and the receiver's Elemental Defense. There are six types of elemental attacks: fire, ice, lightning, wind, light, and dark. The element used is determined for each ability. No enemies are vulnerable to attacks without some kind of attribute.

CHECK CHARACTER TRAITS (PAGE 114) FOR DETAILED INFORMATION ON EACH CHARACTER!

## Guide 6

# Aiming for a Break

All enemies have Shield Points, a parameter that decreases by one with every attack at a weak point. Reducing Shield Points to zero KO's the enemy for a turn and doubles damage inflicted on it. Use this opportunity to attack or heal. Furthermore, enemy weak points aren't shown at first, but once one is attacked it will be displayed in subsequent battles.



▲ The number displayed to the bottom-left of each enemy is their current Shield Points, and the icons on the bottom-right are their weaknesses.



▲ Hitting a weak point will make "WEAK" appear, reducing their Shield Points and inflicting 130% of regular damage.

## Guide 7

# Mastering the Boost

At the beginning of each turn, ally characters each receive a Boost Point (BP). Pressing the R button in the command menu lets you boost a character up to three times, increasing the effect of Attack and Ability commands for each level boosted. Use Boost mode in the situations below to maximize BP use.



▲ The dots lit up below a character's name shows their current available BP.

### BOOST CHARACTERISTICS

- ◆ Use BP earned at the beginning of each turn to Boost your characters.
- ◆ Boost up to three times, adding strikes to the Attack command, and increasing the potency of Ability commands for each BP consumed.
- ◆ A character receives no BP on the turn following a boosted command.

### RECOMMENDED BOOST TIMING

#### Break and Boost



◀ Enemies take double damage in a Break state, so use that in conjunction with Boost mode to deal incredible damage to a foe.

#### Prevent Powerful Attacks



◀ When bosses and other formidable foes prepare a powerful attack, boost to increase a character's strikes, whittle down their Shield Points and break them all at once.

#### Extra Recovery



◀ When your party is on the ropes, Boost mode can increase the effect of healing abilities to help your team regroup.



## Guide 8 Status Effects and Triggers

In battle, enemy and ally alike can trigger status effects through items or abilities. These include buffs such as physical attack boosts or a “Counter” status, as well as debuffs such as lowered attack power and “Poison” status ailments. Learning to use these effectively in battle is the key to victory, so remember them well.

### STATUS EFFECT CHARACTERISTICS

- ♦ Status effects either have effect turns or effect counts, disappearing after a certain number of turns or when the effect counter reaches zero.
- ♦ Stacking the same effect extends the effect turn period or increases the effect count.
- ♦ When conflicting buffs and debuffs like Evasion Up and Evasion Down occur at the same time, the effects are locked regardless of the effect turns left on either effect.
- ♦ Some bosses confer special status effects for a set amount of turns—Spirit Away temporarily removes party members from battle, and Petrification prevents characters from taking actions.

### BUFF TYPES

TYPE	EXPLANATION
Physical Attack Up	Physical damage given x1.5.
Physical Defense Up	Physical damage received x0.67.
Elemental Attack Up	Elemental damage given x1.5.
Elemental Defense Up	Elemental damage received x0.67.
Accuracy Up	Accuracy x1.5.
Critical Up	Critical x1.5.
Speed Up	Speed x1.5.
Evasion Up	Evasion x1.5.
Counter	Inflict regular attack damage after receiving a physical attack. The effect count reduces every time a counter is unleashed.
Magic Reflection	Nullify an elemental attack and reflect the damage back on the attacker.
Physical Attack Evasion	Dodge a single physical attack with a 100% success rate.
Incite	Make the affected character targeted by all single-target attacks. If two or more characters have this effect, one of them will be targeted.
Invincibility	Heals status ailments and nullifies damage received.
Rehabilitate	Prevents all status ailments.
Immunity	Prevents reductions in Physical Attack, Physical Defense, Elemental Attack, Elemental Defense, Accuracy, Critical, Speed and Evasion.
Skill Combo	Used skill activates two times.
Physical Crit	Physical attacks are always critical hits.
Elemental Crit	Elemental attacks are always critical hits.
Magic Focus	Elemental skills at target groups instead focus on one target at double strength.
Multi-Target Skill	Single-target skills now target the group.
Multi-Target Item	Single-target items now target the group.
Target Party	Skills that target yourself now target all allies.
Auto-Revive	Automatically revived from KO with 25% HP.
BP Boost	Gain two Boost Points per turn.
HP Regeneration	Restores HP after an action. *1
SP Regeneration	Restores SP after an action. *1
Fiery Pursuit	Adds elemental damage after using a weapon attack. Any elemental effect will be overwritten by a new one.
Windy Pursuit	
Icy Pursuit	
Shocking Pursuit	Shadowy Pursuit

\*1: Amount recovered depends on equipment and support abilities. If the Hunter support skill Patience lets you act twice on a turn, the recovery effect triggers twice.

### DEBUFF TYPES

TYPE	EXPLANATION
Physical Attack Down	Physical damage given x0.67.
Physical Defense Down	Physical damage received x1.5.
Elemental Attack Down	Elemental damage given x0.67.
Elemental Defense Down	Elemental damage received x1.5.
Accuracy Down	Accuracy x0.67.
Critical Down	Critical x0.67.
Speed Down	Speed x0.67.
Evasion Down	Evasion x0.67.

### STATUS EFFECTS

TYPE	EXPLANATION
Poison	Damage taken after performing an action.
Peerless Poison	Damage taken after performing an action, reducing SP and BP in the process. Does more damage than regular poison.
Silence	Skills become unavailable.
Blindness	Physical attack accuracy halved.
Terror	Access to BP boosting lost, and BP doesn't recover at the start of a turn.
Unconsciousness	Target cannot take any action.
Sleep	Target cannot take any action, waking up after a certain number of turns or after taking damage.
Confusion	Attack enemy and ally at random until a certain number of turns pass or the target takes damage.
Leghold Trap	Act at the end of a turn.
Buff Negation	All buffs will be nullified.
Spirit Away	Can't participate in battle while in effect.
Petrify	Target cannot take any action, and cannot be revived if KO'd in this state.
Physical Seal	Locks physical attack skills.
Magic Seal	Locks elemental attack skills.
KO	Unable to act with HP reduced to zero. The game is over when all party members are KO'd.

## EXTRA GUIDE



## Braving Danger for Greater Gear

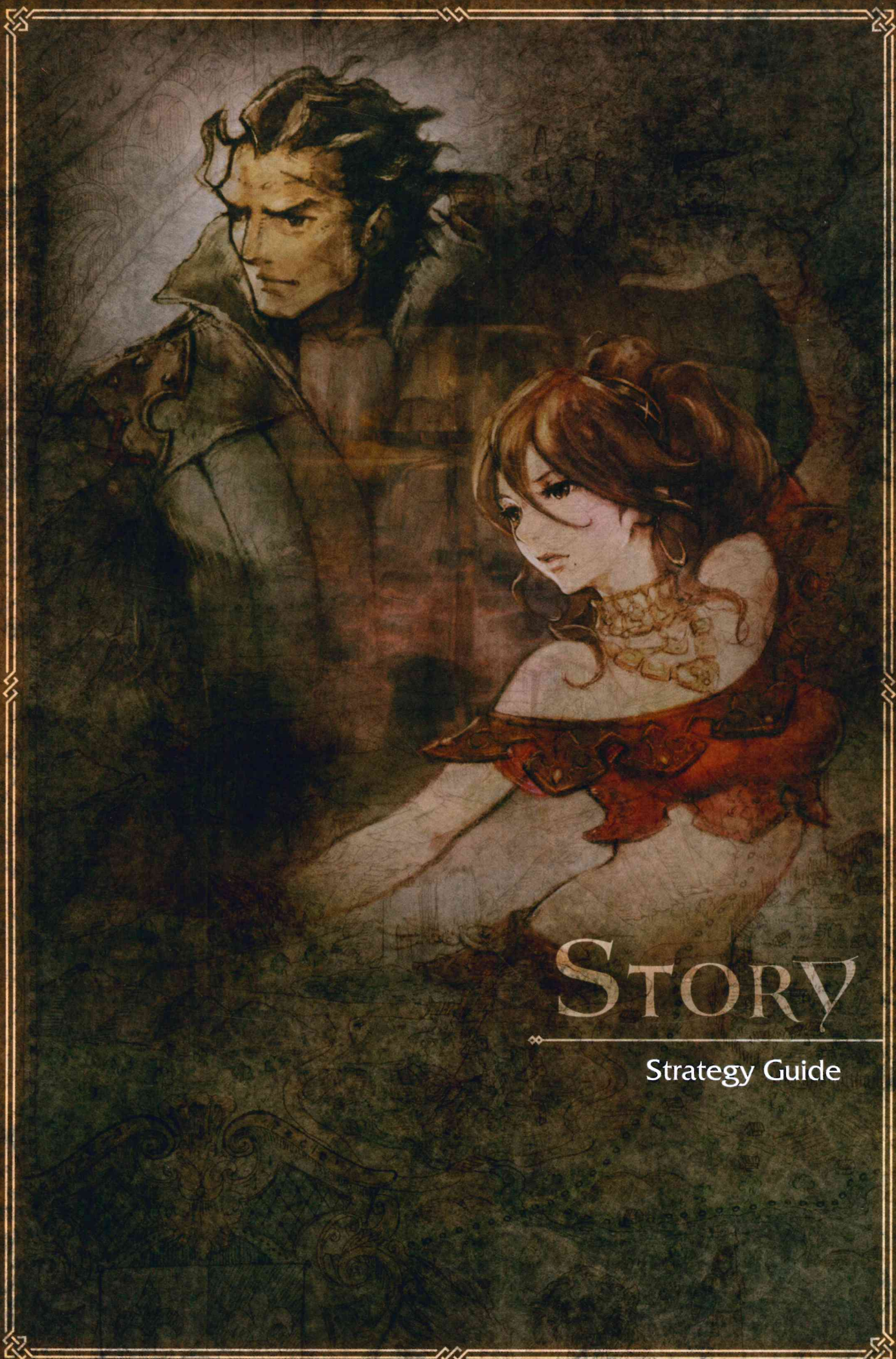
You can travel to almost any town after clearing your protagonist's Chapter 1. That means if you go to a city like Marsalim—with treasure chests full of leaves and powerful weapons—you can make your journey that much easier. Still, getting to such places means passing through areas with ferocious foes and facing the risk of your party being wiped out. If, in spite of this, you want to

dodge the danger of the road, choose “Flee” for every battle. The Scholar job's Evasive Maneuvers support skill reduces encounters, and the Cleric job's Evil Ward support skill makes it easier for your party to escape. Several useful items are shown in the table to the right, so make use of it if you feel like venturing out on the map.

### TREASURES TO GET IN CERTAIN CITIES

ITEM	HOW TO GET
High House's Armor	Marsalim Palace  (P. 65)
25,000 leaves	Marsalim Palace  (P. 65)
Enchanted Circlet	Marsalim Palace  (P. 65)
30,000 leaves	Duskbarrow  (P. 89)
Master's Longbow	Northreach  (P. 95)
25,000 leaves	Grandport Bazaar  (P. 111)





# STORY

Strategy Guide








**WORLD MAP**


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◇ ICON COLOR MEANING  
 ..... CHARACTER STORY STARTING POINT  
 ..... TOWN  
 ..... FIELD, DUNGEON

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<b>92</b>	Flamesgrace Cathedral Entrance Flamesgrace Cathedral	P. 90
<b>93</b>	Path to the Cave of Origin	P. 91
<b>94</b>	Cave of Origin	P. 91
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<b>109</b>	★ Northreach THERION: CHAPTER 4 	P. 95
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134	Shrine of the Trader	P. 107
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136	Captains' Bane	P. 107
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138	Road to the Caves of Azure	P. 109
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142	West Grandport Coast	P. 110
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### B CHARACTER TRAITS AND PROGRESSION NOTES

**© FLOWCHART**

BOSS STRATEGY

### ◆ FLOWCHART LAYOUT

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Traveling swordsman seeking to regain the reason for swinging his blade.

# OLBERIC'S PATH

The man hailed as the "Unbending Blade" was betrayed by the man he called friend, losing king and kingdom. In order to remember why he wields his sword, he seeks to track down his former comrade.



## Training to Overcome Formidable Opponents

Many events in Olberic's Path involve battle, some of which require him to fight on his own. Victorino and Archibold in Chapter 2 are particularly strong,

so get your party to level 30 before continuing his story. Procure good equipment and learn job skills before facing these foes.

### ◆ NON-BOSS EVENT ENEMIES

CH.	NAME	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
1-4	Brigand I	Sword, Spear	—	Healing Grape (4%)
	Brigand II	Sword, Spear	—	Healing Grape (4%)
2-4	Victorino	Sword, Dagger, Wind, Dark	Sleep, Confusion	Energizing Pomegranate (100%)
	Victorino's Retainer	Sword, Dagger, Lightning, Dark	Sleep, Confusion	Healing Grape (30%)
2-7	Joshua	Axe, Staff, Fire, Light	Sleep, Confusion	Inspiring Plum (M) (100%)
	Dapper Duelist	Dagger, Bow, Fire, Wind	Sleep, Confusion	Ice Soulstone (M) (30%)

CH.	NAME	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
2-9	Archibold	Dagger, Bow, Ice, Dark	Sleep, Confusion	Olive of Life (L) (100%)
	Disguised Duelist	Axe, Staff, Fire, Light	Sleep, Confusion	Olive of Life (30%)
3-5	Sand Lizardking I	Spear, Staff, Ice	—	Inspiring Plum (M) (4%)
	Sand Lizardking II	Spear, Staff, Ice	—	Inspiring Plum Basket (4%)
3-8	Erhardt	Sword, Axe, Ice, Dark	Poison, Blindness, Sleep, Confusion	Divine Blade (100%)

### ◆ PROGRESSION FLOWCHART

#### CHAPTER 1

- 1 Cobbleston** P. 50
- 1-1 Talk to the Village Headman in the south part of the map.
- 1-2 Use Challenge on the two Watchmen and win.
- 1-3 Head to the northeast exit.
- 1-4 Defeat Bandits.

- 2 Mountain Pass** P. 50
- 1-5 Defeat Bandits.

- 3 Brigand's Den.** P. 50
- 1-6 Defeat Gaston. **BOSS 1**

- 1 Cobbleston** P. 50
- 1-7 Head toward the village's southeast exit.

#### CHAPTER 2

- 83 Victors Hollow** P. 86
- 2-1 Use Challenge on the Contemptuous Warrior in front of the Inn and win. \*1
- 2-2 Use Challenge on the Pridelful Warrior near the eastern exit. \*1



- 83 Victors Hollow: Arena Gate** P. 86
- 2-3 Talk to Victorino at the plaza in the center of the map.

- 83 Victors Hollow: Arena Gate** P. 86
- 2-4 Defeat Victorino
- 2-5 Talk to Cecily, select "Yes."

- 83 Victors Hollow: Arena** P. 86
- 2-6 Talk to Cecily, select "Yes."
- 2-7 Defeat Joshua.
- 2-8 Talk to Cecily, select "Yes."
- 2-9 Defeat Archibold.
- 2-10 Talk to Cecily, select "Yes."
- 2-11 Defeat Gustav. **BOSS 2**

- 83 Victors Hollow** P. 86
- 2-12 Head toward the inn.
- 2-13 Head toward the east exit.

#### CHAPTER 3

- 28 Wellspring** P. 62
- 3-1 Talk to the Townsperson near the Tavern. \*2
- 3-2 Talk to the Townsperson on the northwest. The Townsperson is located on the side of the map. \*2
- 3-3 Talk to the Old Man near the southwest exit. \*2



- 29 Western Wellspring Sands** P. 62
- 3-4 Talk to Bale, captain of the guard, select "Yes."
- 3-5 Defeat the Sand Lizardkings.

- 30 Lizardmen's Den** P. 62
- 3-6 Defeat Lizardman Chief. **BOSS 3**
- 3-7 Talk to Erhardt.
- 3-8 Use Challenge on Erhardt and win.

#### CHAPTER 4

- 55 Riverford** P. 73
- 4-1 Approach the execution platform at the center of the map.

- 55 Lower Riverford** P. 73
- 4-2 Head to the alley at the north end of the map.

- 55 Riverford** P. 73
- 4-3 Approach the Man with the Red Hat near the Inn.
- 4-4 Use Challenge on the Man with the Red Hat and win.

- 55 Lower Riverford** P. 73
- 4-5 Talk to Harald in the resistance hideout on the east side of the map, select "Yes."

- 56 Hidden Path to Lord's Manse** P. 74

- 57 Lord's Manse** P. 74
- 4-6 Defeat Werner. **BOSS 4**

\*1: Either 2-1 or 2-2 can be accomplished in any order.

\*2: 3-1 - 3-3 can be accomplished in any order.





## BOSS 1 Gaston

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Staff, Ice, Lightning	Sleep, Confusion	Healing Grape Bunch (100%)

In addition to normal attacks, he mows down the entire party with Level Slash and Mighty Blow to inflict massive damage to a single target. He's weak to spears, so if you learn the Warrior job skill Thousand Spears, you can Break him and deal some real damage. At higher difficulties, not only do Gaston's stats increase, but he adds Bludgeon to the mix—an attack

that inflicts Unconsciousness—and strikes with two Mighty Blows at once. Be sure to watch your HP, maintaining most of your health at all times in this fight.

### PREPARATION & STRATEGY

- ◆ He uses Mighty Blow after the message "Gaston grins and whirls his blade," so heal beforehand or use Defend.
- ◆ The Brigands that accompany him don't respawn once defeated, so take them out first.

### ENEMIES THAT APPEAR IN BATTLE



#### Brigand

WEAKNESSES	IMMUNITIES
Sword, Axe, Fire, Wind, Dark	Sleep, Confusion
ITEMS DROPPED	Hand Axe (30%)



## BOSS 2 Gustav

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Axe, Bow, Fire, Dark	Sleep, Confusion	Gustav's Shield (100%)

While his two Shield Warriors are around, Gustav won't lose Shield Points even when attacked with his weaknesses, so deal with them first. Gustav relies mostly on powerful physical attacks and moves twice in one turn, which becomes three times at half health. If allies with lowered HP take most of the hits they'll be KO'd easily, so revive them quickly to regroup.

### PREPARATION & STRATEGY

- ◆ The enemy relies on physical attacks, so use equipment that raises Physical Defense and Evasion.
- ◆ Use Herb of Valor, Rehabilitate, or other recovery methods to deal with any affliction of Terror.

### ENEMIES THAT APPEAR IN BATTLE



#### Shield Warrior

WEAKNESSES	IMMUNITIES
Sword, Staff, Ice, Wind	Sleep, Confusion
ITEMS DROPPED	Spiked Shield (30%)

### NOTEWORTHY ATTACKS

#### BLACK BLADE



◀ Physical attack on a single target with guaranteed affliction of Terror. Not a problem if status ailments are dealt with properly.



## BOSS 3 Lizardman Chief

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Dagger, Axe, Lightning, Light	Sleep, Confusion	Lizardking's Axe (100%)

Calls two Sand Lizardkings on its first turn, which nullifies some of its weaknesses. Its Wallop attack can cause unconsciousness, and Armor Crush can reduce Physical Defense. Besides these two main attacks, it starts using Roar, which can knock the entire party unconscious. Keep your HP up to defend against this.

### PREPARATION & STRATEGY

- ◆ Once a Sand Lizardking is defeated, it will be summoned back after a few turns. It'll return with reduced HP and Shield Points, so focus on defeating them first to unlock the Lizardman Chief's weak points.

### ENEMIES THAT APPEAR IN BATTLE



#### Sand Lizardking

WEAKNESSES	IMMUNITIES
Spear, Staff, Ice, Wind	Sleep, Confusion
ITEMS DROPPED	Healing Grape Bunch (30%)



## BOSS 4 Werner

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dagger, Axe, Lightning, Wind, Light	Sleep, Confusion	Werner's Blade (100%)

Most of Werner's attacks can inflict Terror; when his HP is low, he starts using attacks that have special effects on characters with Terror, such as Rule by Fear and Terror of a Tyrant. Look to the right for strategy against Terror. He nullifies some of his weaknesses every time he recovers from a Break state, and increases his max Shield

Points up to two times. After that, it's just a matter of attacking his weak points, getting him to Break again, then disregarding his weaknesses and laying on the pain with your most powerful attacks.

### PREPARATION & STRATEGY

- ◆ To protect your party against Terror, use the Dancer skill Sealtice's Seduction on your Apothecary before they use their Rehabilitate skill to cure all allies of status ailments.
- ◆ Weaknesses are temporarily locked, so compose a party with the most attack methods possible.

### NOTEWORTHY ATTACKS

#### RULE BY FEAR



◀ An attack that KO's any Terror-stricken party member. Use anti-Terror tactics to deal with this threat.

#### SWEEP



◀ Deals damage to the entire party. It packs quite the punch, so heal your party as soon as it hits.

#### "YOU CANNOT HOPE TO KEEP PACE WITH ME..."



◀ Increases Werner's actions to three per turn. This boosts the intensity of his assault, so keep your HP filled.

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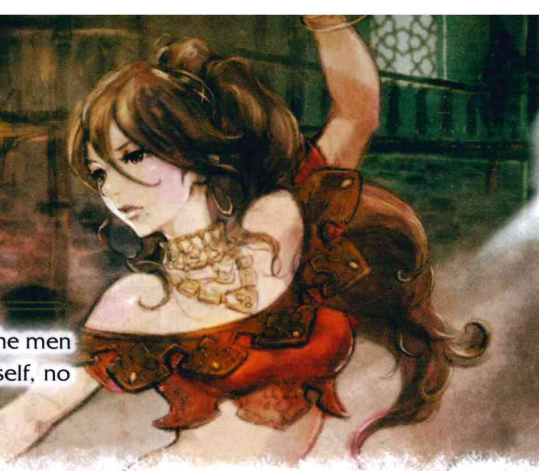
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The bewitching dancer out to avenge her father's murder.

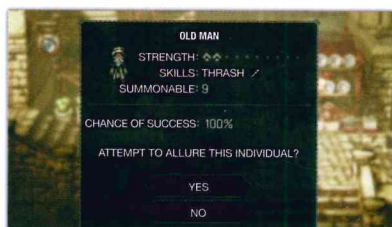
# PRIMROSE'S PATH

Orphaned at a young age by the death of her father, she seeks revenge against the men who stole her beloved family from her. She does so in order to believe in herself, no matter what end awaits her beyond retribution.



## Allure for Early Reinforcements

Primrose excels at supporting her allies, but finds herself lacking on the attack front. Early in her story, she can gain allies with her "Allure" Path Action, which she can then call into battle to fight for her with the Support command. Giving her jobs with attack and healing abilities like Scholar or Apothecary adds to her repertoire; the sooner you gain access to these, the easier your journey will be.



▲ When allies are few and far between, proactive use of Allure can supplement the missing firepower in your party.



▲ Once you have more allies, make good use of Primrose's many support skills to buff their abilities.

### PROGRESSION FLOWCHART

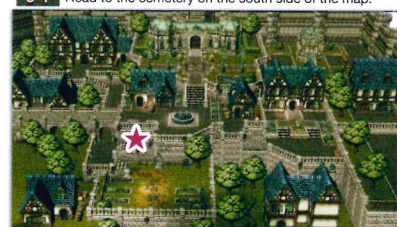
CHAPTER 1		
20	Sunshade	P. 59
1-1	Head to the Tavern on the north side of the map.	
20	Sunshade: Tavern	P. 59
1-2	Go backstage.	
1-3	Head to the dancer dormitory on the southeast part of the map.	
20	Sunshade	P. 59
1-4	Use Allure on the Well-heeled Gentleman near the south exit to have them temporarily join your party.	
1-5	Enter the Tavern with the Well-heeled Gentleman.	
1-6	Head near the Sunshade Catacombs entrance on the southwest side of the map.	
21	Sunshade Catacombs	P. 59
22	Southern Sunshade Sands	P. 60
1-7	Defeat Helgenish.	BOSS 1



CHAPTER 2		
101	Stillsnow	P. 93
2-1	Enter the Tavern.	
2-2	Enter the home on the east side of the map.	
2-3	Talk to Arianna, select "Yes."	
2-4	Use Allure on the Tavern Keeper in the Tavern to have them temporarily join your party.	
2-5	Talk to Oren with the Tavern Keeper.	
2-6	Talk to Oren, select "Yes."	
102	Road to the Obsidian Parlor	P. 93
103	Secret Path to the Obsidian Parlor	P. 94
104	Obsidian Parlor	P. 94
2-7	Defeat Rufus.	BOSS 2



CHAPTER 3		
119	East Noblecourt	P. 101
3-1	Head to the cemetery on the south side of the map.	
3-2	Talk to Revello, select "Yes."	
121	Obsidian Manse	P. 102
3-3	Defeat Albus.	BOSS 3



CHAPTER 4		
18	Everhold	P. 57
4-1	Head to the Amphitheatre on the north side of the map.	
18	Everhold Amphitheatre 1	P. 57
19	Amphitheatre: Arena	P. 58
19	Everhold Amphitheatre 2	P. 57
19	Amphitheatre: Balcony	P. 58
19	Everhold Amphitheatre 3	P. 57
4-2	Defeat Simeon.	BOSS 4





**BOSS 1** Helgenish

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Bow, Ice, Light	Sleep, Confusion	Heavy Coin Pouch (100%)

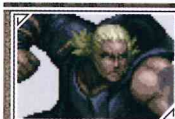
Helgenish's Lackeys appear with him, and respawn after a few turns if both are defeated, so make sure to keep one alive. Of his attacks, Oppressive Shadow is particularly annoying, dealing dark damage and reducing Physical Attack. You can negate this effect with Primrose's Lion Dance.

**PREPARATION & STRATEGY**

- ◆ Bring along townspeople with Allure that can hit Helgenish's weak points, like the Old Man in Sunshade.
- ◆ If you select Primrose as your protagonist, your party will take lots of damage with few ways to heal, so have at least five Healing Grapes in your inventory.

**ENEMIES THAT APPEAR IN BATTLE****Helgenish's Lackey**

WEAKNESSES	Sword, Axe, Wind, Dark	IMMUNITIES	Sleep, Confusion
ITEMS DROPPED	Long Sword (30%)		

**BOSS 2** Rufus

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Staff, Lightning, Light	Sleep, Confusion	Refreshing Jam (100%)

Look out for his Pummel attack, as well as Left-hand Man that comes after the message "Rufus takes a deep breath..." Either attack can render one of your characters unconscious, preventing them from taking actions. Keep your HP up and be sure to Break him before he unleashes Left-hand Man.

**PREPARATION & STRATEGY**

- ◆ Rufus will summon more Obsidian Associates after the first two are wiped out, but takes many turns to do so, so defeating them quickly will make things easier for you.
- ◆ Their attacks are all physical, so bolster Physical Defense with the Mole Dance to reduce damage.

**ENEMIES THAT APPEAR IN BATTLE****Obsidian Associate**

WEAKNESSES	Dagger, Axe, Ice, Wind	IMMUNITIES	Sleep, Confusion
ITEMS DROPPED	Inspiring Plum (M) (30%)		

**BOSS 3** Albus

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Dagger, Bow, Light	Sleep, Confusion	Inspiring Plum Basket

Beware of his Death to the Unseeing attack, which KO's any characters afflicted with Blindness. If Albus uses Eye Gouge beforehand—an attack that afflicts your party with Blindness—this blow will annihilate your group, so prioritize healing this status ailment at all times. When his HP gets low,

he summons two Obsidian Officers and nullifies his weak points. These enemies use Eye Poke, so crush them as soon as they appear.

**PREPARATION & STRATEGY**

- ◆ Keep Herbs of Light on hand to combat Blindness.
- ◆ His Flay Skin move attacks the whole party at random, potentially dealing massive damage. Use armor with high Physical Defense to contend with this.

**ENEMIES THAT APPEAR IN BATTLE****Obsidian Officer**

WEAKNESSES	Spear, Axe, Fire, Lightning	IMMUNITIES	Sleep, Confusion
ITEMS DROPPED	Obsidian Garb (30%)		

**BOSS 4** Simeon, Phase 1

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Staff, Dark	Sleep, Confusion	Shadow Soulstone (L) (100%)

**BOSS 4** Simeon, Phase 2

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Staff, Wind, Dark *1	Sleep, Confusion	Vendetta Coat (100%)

The battle with Simeon has two phases. In Phase 1, just heal damage from his attacks while striking his weak points.

In Phase 2, most of his weaknesses are locked at first, but each Break opens up another weak point. His Shield Points increase after recovering from

Break, and changes up his weaknesses. Look to the table in the bottom-left to see how his weaknesses shift, letting you strike at them every time. Simeon uses Future Denied at half health, which hides the turn order, so come into the battle with a myriad of available strategies.

**SIMEON'S BREAK-RELATED CHANGES**

- ◆ Most weaknesses are locked at first, with each Break unlocking a new weak point.
- ◆ Shield Points increase after recovering from Break.
- ◆ Weak points alternate between three patterns: 1) sword, axe, fire, lightning; 2) dagger, axe, bow, ice, dark; 3) spear, dagger, staff, wind, dark

**NOTEWORTHY ATTACKS****HUSHED MELODY**

◆ An attack on your party that deals more damage for every member afflicted with Silence. Be sure to cure any affected members post-haste!

**ENEMIES THAT APPEAR IN PHASE 1****Father Marionette**

WEAKNESSES	Axe, Fire, Lightning, Light	IMMUNITIES	Poison, Sleep, Confusion
ITEMS DROPPED	Physical Belt (30%)		

**Dancer Marionette**

WEAKNESSES	Sword, Axe, Staff, Fire	IMMUNITIES	Poison, Sleep, Confusion
ITEMS DROPPED	Mental Belt (30%)		

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\*1: Weakness changes with every Break. Refer to "Simeon's Break-related Changes" for his weakness patterns.



An apothecary chasing a man from his youth, traveling for the aid of others.

# ALFYN'S PATH

This apothecary was once brought back from the brink of death due to a rare disease. Admiring his savior, the boy carved the man's words into his heart, following the path of medicine to help others.



## Supporting with Concoct and Rehabilitate

Alfyn's story is one advanced by using his "Inquire" Path Action to collect information. His battle command Concoct (see P. 115) sees him wield elemental attacks and party healing skills, making him valuable in the early game. Remember the combinations for useful concoctions, and be sure to stock up on frequently used materials as you go.

MATERIALS		
NAME	ON HAND	BUYING PRICE
SOOTHING SEED	20	15
SOOTHING DUST	19	100
INJURIOUS SEED	15	5
NOXROOT	19	5
ESSENCE OF GRAPE	14	40

▲ Concoct-related materials are sold relatively cheaply at Provisioners, so keep a bunch on hand.



▲ Apothecary skill Rehabilitate is handy for battles against all sorts of tough foes.

### PROGRESSION FLOWCHART

#### CHAPTER 1

- 39 Clearbrook** P. 67
  - 1-1 Use Inquire on Lily to glean "Nina's Secret."
- 40 Path of Rhiyo** P. 67
- 41 Cave of Rhiyo** P. 67
  - 1-2 Defeat Blotted Viper. **BOSS 1**
- 39 Clearbrook** P. 67
  - 1-3 Return to Alfyn's home to the left of the bridge, select "Yes."

#### CHAPTER 2

- 137 Goldshore** P. 108
  - 2-1 Enter Ellen's house to the right of the Armorer.
  - 2-2 Enter Goldshore Manor District.
  - 2-3 Head to the beach on the south end of the map.
- 137 Goldshore Manor District** P. 108
  - 2-4 Head up the stairs on the east side of the map.
- 137 Goldshore** P. 108
  - 2-5 Use Inquire on the Coachman near the Tavern to glean "Vanessa's Destination." \*1

\*1: Either **2-5** or **2-6** can be accomplished in any order.

\*2: You can progress the story without doing **3-2**.

- 137 Goldshore Manor District** P. 108
  - 2-6 Use Inquire on the Aristocrat on the northeast side of the map to glean "Gossip of Glowworm Moss." \*1
- 138 Road to the Caves of Azure** P. 109
- 139 Caves of Azure** P. 109
  - 2-7 Defeat Vanessa. **BOSS 2**
- 137 Goldshore** P. 108
  - 2-8 Enter Ellen's house to the right of the Armorer.

#### CHAPTER 3

- 48 Saintsbridge** P. 70
- 48 Saintsbridge: Upstream** P. 70
  - 3-1 Enter the Tavern.
  - 3-2 Use Inquire on the Townsperson near the central plaza to glean "Tidings of Elderly Friends."
- 48 Saintsbridge** P. 70
  - 3-3 Use Inquire on the Demure Grandma in the house to the left of the Armorer to glean "Old Woman to the Southeast."
- 48 Saintsbridge: Upstream** P. 70
  - 3-4 Use Inquire on the Stubborn Grandma near the central plaza to glean "Old Woman to the Northwest."

- 48 Saintsbridge** P. 70
  - 3-5 Enter the storeroom on the east end of the map.
  - 3-6 Head to the plaza at the center of the map.
- 51 Rivira Woods** P. 71
  - 3-7 Defeat Miguel. **BOSS 3**
- 48 Saintsbridge** P. 70
  - 3-8 Head to the southeast exit.

#### CHAPTER 4

- 72 Orewell** P. 81
  - 4-1 Enter the Tavern.
  - 4-2 Head to the suspension bridge on the south end of the map.
  - 4-3 Use Inquire on the Patient in the small house on the northeast side of the map to glean "Ogen's Mutterings."
  - 4-4 Head to the Inn.
  - 4-5 Head to the Inn.
  - 4-6 Use Inquire on the Traveling Apothecary to glean "Elixir Recipe."
- 73 Trail to the Forest of Rubeh** P. 82
- 74 Forest of Rubeh** P. 82
  - 4-7 Defeat Ogre Eagle. **BOSS 4**





## BOSS 1 Blotted Viper

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dagger, Axe, Staff, Ice, Dark	Poison, Sleep, Confusion	Bottle of Poison Dust (100%)

Its Poisonous Breath attack deals damage and afflicts Poison on the entire party, while its Constrict attack deals damage to a single character and renders them unconscious. Poison is dangerous if left untreated, sapping HP after every action. When multiple party members have been afflicted, use Alfyn's Concoct command to combine Soothing Dust with Noxroot. At higher difficulties (page 11), it uses Big Bite and summons two Mottled Asps.

### PREPARATION & STRATEGY

- When Poisonous Breath afflicts Poison, use the Apothecary skill Rehabilitate or an Herb of Healing to cure it.
- The Mottled Asps that appear at level 2 difficulty and above (page 11) don't regenerate, so target them first.

### ENEMIES THAT APPEAR IN BATTLE



#### Mottled Asp

WEAKNESSES	IMMUNITIES
Sword, Dagger, Bow, Staff, Ice	Poison, Sleep, Confusion
ITEMS DROPPED	Herb of Healing (30%)

### NOTEWORTHY ATTACKS

#### BIG BITE



◀ Sends three or four attacks at random targets. It'll spell bad news if all attacks land on one party member, so keep your HP topped up.



## BOSS 2 Vanessa

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Axe, Fire, Wind, Dark	Sleep, Confusion	Olive of Life (L) (100%)

When Vanessa has her Sellswords with her, she'll use Concoct Stimulant to raise their Physical Attack, allowing them to deal tons of damage at once. Best to take out the Sellswords first. Vanessa can only revive her Sellswords once with Concoct Restorative, so defeat her allies first for an easier time.

### PREPARATION & STRATEGY

- Vanessa inflicts Poison and Sleep with Concoct Poison and Concoct Sedative respectively, so stock up on Herbs of Healing and Awakening.
- Her Concoct Explosive attack damages all party members, so heal with Alfyn's Concoct command or the Cleric job's Heal Wounds skill.

### ENEMIES THAT APPEAR IN BATTLE



#### Sellsword

WEAKNESSES	IMMUNITIES
Sword, Bow, Ice, Light	Sleep, Confusion
ITEMS DROPPED	Herb of Healing (30%)

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## BOSS 3 Miguel

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Bow, Wind, Light *1	Sleep, Confusion	Miguel's Spear (100%)

He wields various physical attacks, and changes his weak points every time he recovers from Break. Miguel increases his actions per turn at lower health, so keep party HP up, focus on his weak points, and aim for a Break.

### POST-BREAK CHANGES

- Miguel's weaknesses change every time he recovers from Break.
- Weak points alternate between four patterns: 1) spear, dagger, fire, light; 2) axe, staff, ice, lightning; 3) sword, axe, fire, lightning; 4) sword, bow, wind, lightning

### NOTEWORTHY ATTACKS

#### HURL SPEAR



◀ Deals five attacks to random targets on the next turn. Reduce his Physical Attack or Defend in anticipation.

\*1: Weakness changes with every Break. Refer to "Post-Break Changes" for his weakness patterns.



## BOSS 4 Ogre Eagle

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Bow, Ice, Lightning, Dark	Poison, Sleep, Confusion	Refreshing Jam (100%)

All of its physical attacks may cause Poison, Blindness, Sleep, Confusion, Physical Attack Down, Physical Defense Down, or Elemental Defense Down. You're in for a tough fight if you don't stay on top of these status ailments. We recommend using Sealteige's Seduction on Alfyn to have his skills affect the whole party, then use his Rehabilitate to cure all status ailments. Do this consistently and you can fight without restrictions to your actions.

When the Ogre Eagle gets to half health, it will

reduce the maximum HP of all party members with Toxic Rainbow. A drawn-out battle will take a huge chunk out of your max HP, so use Boosts unsparingly to crush the opponent quickly.

### PREPARATION & STRATEGY

- All weakness besides ice are locked at the start of the battle, unlocking every time Break is inflicted.
- Once Ogre Eagle's HP hits 50%, it's essential to end the battle quickly. Use Energizing Pomegranates or the Merchant's Donate BP skill on your attackers to give them plenty of chances to Boost.

### NOTEWORTHY ATTACKS

#### SWEEP AWAY



◀ The target is removed from battle for two turns. Keep healing items on hand in case your healer is blown away.

#### DOUBLE TALON



◀ Uses two physical attacks on the entire party that cause status ailments. Counter with Rehabilitate.



Lone thief seeking to recover the Dragonstones—and his pride.

# THERION'S PATH

Word of a secret treasure reaches the ears of this solitary thief, leading him to choose the manor housing it as his next target. What should've been just another heist puts his fate into motion.



## Stealing Stellar Equipment

Therion uses his Path Action "Steal" to obtain the items from townspeople needed to advance his story, but he can occasionally pilfer powerful equipment as well. Use this to bolster your party's battle strength as you continue on your journey. What's more, he faces event battles in his Chapter 3 and 4—but if you tackle them at the recommended level, they shouldn't be a problem.

### ◆ NON-BOSS EVENT ENEMIES

CH.	NAME	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
3-8	Darius's Henchman	Sword, Bow, Ice, Light	—	Olive of Life (4%)
	Darius's Lackey	Sword, Spear, Lightning, Light	—	Healing Grape (4%)
4-2	Darius's Subordinate	Sword, Bow, Ice, Light	—	Energizing Pomegranate (4%)
	Darius's Underling	Sword, Spear, Lightning, Light	—	Inspiring Plum Basket (4%)

### ◆ PROGRESSION FLOWCHART

#### CHAPTER 1

58 Lower Bolderfall P. 75

58 Bolderfall P. 75

58 Bolderfall: Ravus Manor Gate P. 75

1-1 Approach the plaza.

58 Bolderfall P. 75

1-2 Head to the lower level.

58 Lower Bolderfall P. 75

1-3 Head toward the Armorer.

1-4 Use Steal on the Wealthy Merchant to obtain Letter of Introduction.

58 Bolderfall: Ravus Manor Gate P. 75

59 Ravus Manor P. 76

1-5 Defeat Heathcote. BOSS 1

58 Lower Bolderfall P. 75

58 Bolderfall P. 75

1-6 Head toward the north exit.

#### CHAPTER 2

119 Noblecourt P. 101

2-1 Head toward Orlick's Manse on the northwest side of the map.

119 East Noblecourt P. 101

2-2 Enter the Tavern.

119 Noblecourt P. 101

2-3 Head to Barham's house on the southeast side of the map.

2-4 Approach the merchants in the central plaza.

2-5 Use Steal on the Sunlands Merchant in the plaza to obtain Oasis Water.

2-6 Talk to Barham in the house on the southeast side of the map, select "Yes."

119 East Noblecourt P. 101

2-7 Use Steal on the Merchant on front of the manor on the north side of map to obtain Wyvern Scale.

119 Noblecourt P. 101

2-8 Talk to Barham in the house on the southeast side of the map, select "Yes."

2-9 Use Steal on the Merchant in front of the Armorer to obtain Crystal Ore.

2-10 Talk to Barham in the house on the southeast side of the map, select "Yes."

2-11 Head toward Orlick's Manse on the northwest side of the map.

120 Orlick's Manse P. 102

2-12 Defeat Orlick. BOSS 2

#### CHAPTER 3

28 Wellspring P. 62

3-1 Use Steal on Tavern Patron in the Tavern to obtain Bottle of Wine.

3-2 Talk to Pauper on the southeast side of the map, select "Yes."

3-3 Enter the Tavern.

31 Southern Wellspring Sands P. 63

3-4 Head toward the Black Market entrance on the west side of the map.

#### Action Paths \*1

##### Pattern A

28 Wellspring P. 62

3-5 Use Steal on the Tavern Keeper in the Tavern to obtain Black Market Inventory.

31 Southern Wellspring Sands P. 63

##### Pattern B

31 Southern Wellspring Sands P. 63

3-6 Use Steal on the Employee or Aristocrat near the entrance to the Black Market to obtain Attendant's Mask or Aristocrat's Mask.

32 Black Market P. 63

3-7 Head up the stairs on the northeast side of the map.

32 Black Market P. 63

3-8 Defeat Darius's Henchmen and Darius's Lackeys.

3-9 Defeat Gareth. BOSS 3

#### CHAPTER 4

109 Northreach P. 95

4-1 Head toward the Armorer.

4-2 Defeat Darius's Subordinates and Darius's Underling.

4-3 Head toward the Armorer.

109 Lorn Cathedral P. 96

109 Northreach P. 95

4-4 Head toward the Inn.

4-5 Use Steal on the Seasoned Thief near the Tavern to obtain Brigand Leader's Garb.

109 Lorn Cathedral P. 96

110 Lorn Cathedral: Cellars P. 96

4-6 Defeat Darius. BOSS 4

\*1: You can continue doing either Pattern A or Pattern B.





## BOSS 1 Heathcote


WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dagger, Bow, Fire, Ice, Lightning	Sleep, Confusion	Energizing Pomegranate (M) (100%)

The Ravus Guard that appears with him will respawn a few turns after being defeated, but with less HP and fewer Shield Points. Focus on the Ravus Guard as soon as it returns, forcing Heathcote to fight on his own for an easier battle. His Slice and Double Spear attacks are nothing to worry about, unlikely to put you on your last legs. Keep an eye on HP while attacking steadily to beat him without issue.

### PREPARATION & STRATEGY

- ◆ Learn the Thief job's HP Thief and Steal SP skills, then keep your BP up to reduce Heathcote's Shield Points two at a time.
- ◆ Learn the Thief job's Shackle Foe and Armor Corrosive skills to reduce Physical Attack and Defense, giving you an advantage in the fight.

### ENEMIES THAT APPEAR IN BATTLE

	Ravus Guard
	
WEAKNESSES	Sword, Axe, Wind, Light
IMMUNITIES	Sleep, Confusion
ITEMS DROPPED	Olive of Life (30%)

### NOTEWORTHY ATTACKS

#### STUNNING STRIKE



◆ An attack against the entire party after the message, "Heathcote's senses seem heightened..." Break him to interrupt its charge.



## BOSS 2 Orlick


WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Axe, Wind, Light	Confusion, Sleep	Inspiring Plum Basket (100%)


Orlick's weak points are locked while Orlick's Bodyguards are in battle, so defeat them first. Once his health drops below half or the bodyguards are wiped out, Orlick will summon Orlick's Golem once, and only once. Focus your attacks on the golem when it appears.

### PREPARATION & STRATEGY

- ◆ Orlick uses many group attacks like Rage and Magic Missile, so make sure you have access to something like Heal More to recover party HP.
- ◆ When he uses Augmentation to boost his Physical Attack and Physical Defense, use Shackle Foe to negate the attack boost, then raise Elemental Defense with the Cleric's Sheltering Light skill.

### ENEMIES THAT APPEAR IN BATTLE

	Orlick's Bodyguard
	
WEAKNESSES	Sword, Staff, Ice, Dark
IMMUNITIES	Sleep
ITEMS DROPPED	Inspiring Plum (M) (30%)

	Orlick's Golem
	
WEAKNESSES	Dagger, Bow, Fire, Wind
IMMUNITIES	Poison, Sleep
ITEMS DROPPED	—



## BOSS 3 Gareth


WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Axe, Staff, Ice, Wind	Confusion, Sleep	Gareth's Helm (100%)

When Gareth enters a Break state, the Master Thieves will use Smelling Salts to help him recover immediately. That's reason enough to take down the Master Thieves first. Gareth also uses Steal Magic to quickly drain a target's SP, so make sure you have Inspiring Plums and the like on hand for the battle.

### PREPARATION & STRATEGY

- ◆ Stock up on SP recovery items like Inspiring Plums.
- ◆ Steal All will prevent you from using items or the Concoct command, but getting Gareth to Break restores access to both.
- ◆ One of his weak points will be locked when he recovers from Break, so make sure you have ways to attack every one of his weaknesses.

### ENEMIES THAT APPEAR IN BATTLE

	Master Thief
	
WEAKNESSES	Spear, Dagger, Fire, Lightning
IMMUNITIES	Sleep, Confusion
ITEMS DROPPED	Energizing Pomegranate (30%)



## BOSS 4 Darius

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Axe, Ice, Wind	Sleep, Confusion	Red Apple (100%)

This powerful foe uses attacks like Steal HP and Steal SP to sap the party's resources. Darius uses Steal Item at the start of battle, so Break him on the very first turn, then use the chance to regroup. At lower health, he starts to take

three actions per turn, as well as the Call Comrade. This skill is bad news, removing all party members aside from Therion from battle until Darius enters a Break state. He'll use it on the next action after this message: "Heh... I'll steal

yer most prized treasure!" Keep an eye on his Shield Points and be able to Break him before he gets the chance for an easier time of things.

### PREPARATION & STRATEGY

- ◆ His Physical Attack is high, but he also uses elemental attacks like Will O' Wisp, so equip armor with high Physical Defense or Elemental Defense.
- ◆ Reduce his Physical Attack with Shackle Foe, then boost ally Physical Defense with Mole Dance to deal with his physical attacks.

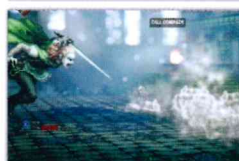
### NOTEWORTHY ATTACKS

#### NIGHTHAWK



◆ Reduces the party's Physical Attack and Physical Defense. Nullify these with buffs of your own.

#### CALL COMRADE



◆ Uses this at 25% HP if Therion isn't KO'd. All party members aside from Therion are driven from battle.

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Brave and beautiful huntress searching for her lost master.

# H'AANIT'S PATH

A year has passed since her hunter mentor and father figure left on a trip. Learning that some accident has befallen him, she steps foot out of the forests with her feline companion.



## Command Tamed Beasts for Various Attacks

H'aanit can use the creatures she tamed with her special Capture command in battle, giving her access to weapons and abilities unlike her own. She uses her Path Action "Provoke" to progress her story, entering one-on-one battles where she can only command her beasts to fight. Capture a variety of creatures to expand her arsenal.



▲ The Herb-of-grace obtained in Chapter 3 3-4 is used in the Chapter 4 battle against Redeye.

### ◆ NON-BOSS EVENT ENEMIES



#### Ancient One

CH.	WEAKNESSES	IMMUNITIES
2-6	Sword, Dagger, Axe, Fire, Light	Sleep, Confusion
ITEMS DROPPED		
Refreshing Jam (100%)		

### ◆ PROGRESSION FLOWCHART

#### CHAPTER 1

- 75 S'warkii** P. 83
- 1-1 Talk to the Village Headman on the west side of the map.
- 1-2 Use Provoke on the two Fledgling Hunters and win.
- 76 Path to the Whisperwood** P. 83
- 77 The Whisperwood** P. 84
- 1-3 Defeat Ghisarma. **BOSS 1**
- 75 S'warkii** P. 83
- 1-4 Head to the north exit.

#### CHAPTER 2

- 9 Stonegard** P. 53
- 2-1 Enter the Tavern.
- 2-2 Head east on the map, then toward the ascending stairs.
- 2-3 Use Provoke on Nathan's Bodyguard and win.
- 9 Stonegard Valleys** P. 53
- 9 Stonegard Heights** P. 53

#### CHAPTER 3

- 101 Stillsnow** P. 93
- 3-1 Head to the red-roofed house on the north side of the map.
- 3-2 Use Provoke on Alaic and win.
- 105 Trail to the Whitewood** P. 94
- 106 The Whitewood** P. 94
- 3-3 Defeat Dragon. **BOSS 3**

- 101 Stillsnow** P. 93
- 3-4 Enter Susanna's house on the north side of the map.
- 3-5 Head to the west exit.

#### CHAPTER 4

- 36 Marsalim** P. 65
- 4-1 Go up the stairs on the east side of the map, head toward the Knights Ardante station.
- 4-2** Head to the plaza at the center of the map.
- 36 Marsalim Palace** P. 65
- 4-3 Talk to Eliza in the room on the east side of the map, select "Yes."
- 38 Grimsand Ruins** P. 66
- 4-4 Defeat Redeye. **BOSS 4**



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**BOSS 1**

# Ghisarma

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Bow, Ice, Lightning, Light	Sleep, Confusion	Healing Grape Bunch (100%)

At first it uses normal attacks, Scratch, and Rampage, but none of them are a major threat. Once its health drops to 50%, however, the message "The ghisarma appears ready to respond to any attack . . ." can appear. If attacked after this, it'll counter with Fury and Rage. It can't counter in Break state, but hold off on attacking any other time.

## ◆ PREPARATION &amp; STRATEGY

- ◆ At higher difficulties (page 11), it gets more counters from Fury and Rage, so be careful when Boosting for multi-hit attacks.
- ◆ Fury and Rage goes away after a certain number of counters, when you Break Ghisarma, or after a certain amount of turns have passed.

## ◆ NOTEWORTHY ATTACKS

## DEATH FROM ABOVE



◆ A powerful physical attack on the entire party. Break it after "The ghisarma is preparing to pounce!" appears on the screen to stop the attack.



**BOSS 2**

# Lord of the Forest

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Axe, Fire, Light *1	Sleep, Confusion	Olive of Life (L) (100%)


The Lord of the Forest summons two Weeping Treants. When they're defeated, it consumes them with Circle of Life and continues to cycle through allies—first Toxic Spores, then Flitting Fungoid, then back to Treants. Circle of Life restores its HP and increases its Elemental Attack.

If you have enough firepower, leave the lackeys alone and focus your attacks on the boss. When Lord of the Forest gets to half health, it'll use Consume Life whenever it recovers from Break and change its weaknesses.

## ◆ CONSUME LIFE CHARACTERISTICS

- ◆ Reduces a party member's HP to 1, increases Lord of the Forest's Shield Points, and alters its weaknesses.
- ◆ Weak points are spear, dagger, axe, fire, dark at first, then either bow, staff, fire, wind or sword, axe, fire, light going forward.

## ◆ ENEMIES THAT APPEAR IN BATTLE



**Weeping Treant**

WEAKNESSES	IMMUNITIES
Axe, Fire, Lightning	Sleep, Confusion



**Toxic Spore**


WEAKNESSES	IMMUNITIES
Dagger, Fire, Wind	Sleep, Confusion



**Flitting Fungoid**

WEAKNESSES	IMMUNITIES
Spear, Ice, Dark	Sleep, Confusion

\*1: Weaknesses change every time it uses Consume Life. Refer to "Consume Life Characteristics" for its subsequent weak points.



**BOSS 3**

# Dragon

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Axe, Bow, Ice, Light	Sleep, Confusion	Refreshing Jam (100%)

Its axe and light element weaknesses are locked at first, but are unlocked every time you Break it. Watch out for its annoying Swept Away and Sweeping Storm skills, which temporarily remove targets from the battle. Aim for its weak points whenever possible; Break it to interrupt such actions as you fight.

## ◆ PREPARATION &amp; STRATEGY


- ◆ It mostly uses the physical attack Rending Claw on a single target, and the fire attack Dragonfire on the entire party, so bring armor that raises both Physical and Elemental Defense.
- ◆ Make sure you're keeping healing items like Healing Grapes on hand in case Swept Away or Sweeping Storm takes away your healer.

## ◆ NOTEWORTHY ATTACKS

## SWEEPING STORM



◆ You'll see "The Dragon spreads its wings wide . . ." beforehand, so Break it to interrupt the attack.



**BOSS 4**

# Redeye

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dagger, Bow, Staff, Fire, Light *1	Sleep, Confusion	Olive of Life (L) (100%)

Boasting high attack power, this fearsome foe deals massive damage with attacks that inflict Blindness and Unconsciousness. Lower the damage done with Mole Dance and Shackle Foe, and use Rehabilitate to cure status ailments, or you'll be in for hard fight. You may aim

to Break Redeye as you fight, but its weaknesses change every turn, so bring a party comprised of many different attack styles.

At half health, the message "You have angered the beast!" will appear, and Redeye now takes

three actions per turn, increasing the sheer ferocity of its onslaught. It's a good idea to keep the battle short with high-level abilities like Brand's Thunder.

## ◆ REDEYE'S TRAITS

- ◆ Redeye uses Evil Eye to petrify party members. Use the Herb-of-grace obtained in Chapter 3 to undo the petrification.
- ◆ Its weaknesses change every turn, cycling between three patterns: 1) dagger, bow, staff, fire, light; 2) spear, axe, lightning, wind, light; 3) sword, bow, fire, lightning, light

## ◆ NOTEWORTHY ATTACKS

## BESTIAL ROAR



◆ Deals massive damage to the party and inflicts Unconsciousness. Defend your party from the status ailment with Rehabilitate.

## EVIL EYE



◆ Petrifies a single target. If a character is KO'd while petrified, they can't be revived, so cure them quickly with an Herb-of-grace.

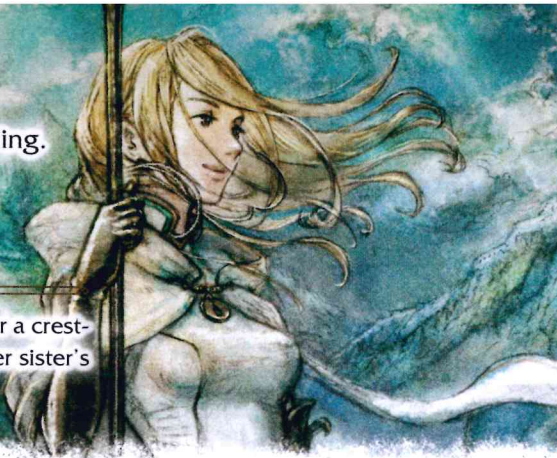
\*1: Its weaknesses change every turn. Refer to "Redeye Traits" to confirm the weakness cycle.



Kind cleric inheriting her friend's journey, and the duty of the Kindling.

# OPHILIA'S PATH

Tragedy befell girls who lived together like sisters. Hoping to do something for a crest-fallen friend staring destiny in the eye, the gentle healer decides to take on her sister's mission.



## Supporting the Party as a Healer

As a protagonist, Ophilia makes a poor fighter. When she fights a boss on her own, she can use her Path Action "Guide" to have townspeople join her in battle to make up for what she lacks. After adding a new party member, we recommend supporting them with the group recovery of Heal Wounds and Heal More.

### ◆ NON-BOSS EVENT ENEMIES



Mattias's Follower

CH.	WEAKNESSES	IMMUNITIES
4-4	Sword, Dagger, Axe, Light	—
ITEMS DROPPED		
Monster Perfume (4%)		



Mattias's Minion

CH.	WEAKNESSES	IMMUNITIES
4-4	Sword, Dagger, Axe, Light	—
ITEMS DROPPED		
Monster Perfume (4%)		

### ◆ PROGRESSION FLOWCHART

#### CHAPTER 1

92	Flamesgrace Cathedral	P. 90
1-1	Head to the center of the map.	
1-2	Use Guide on Boy to have them join your party temporarily.	
92	Flamesgrace Cathedral Entrance	P. 90
1-3	Head to the center of the map with the boy.	
92	Flamesgrace Cathedral	P. 90
92	Flamesgrace Cathedral Entrance	P. 90
92	Flamesgrace	P. 90
1-4	Head near the hill on the northwest part of the map.	
94	Path to the Cave of Origin	P. 91
94	Cave of Origin	P. 91
1-5	Defeat Guardian of the First Flame.	BOSS 1

#### CHAPTER 2

48	Saintsbridge: Cathedral	P. 70
48	Saintsbridge: Upstream	P. 70
2-1	Head to the plaza at the center of the map.	
2-2	Talk to Derry! in the house on the northwest side of the map.	
2-3	Use Guide on Derry! to have them join your party temporarily.	
2-4	Head to the plaza at the center of the map.	

\*1: You can progress the story without doing this. 3-4

#### CHAPTER 3

49	Murkwood Trail	P. 71
50	The Murkwood	P. 71
2-5	Defeat Hrōðvitnir.	BOSS 2
48	Saintsbridge: Upstream	P. 70
48	Saintsbridge: Cathedral	P. 70
137	Goldshore	P. 108
137	Goldshore Manor District	P. 108
137	Goldshore Cathedral	P. 108
137	Goldshore Manor District	P. 108
3-1	Talk to the boy on the southeast side of the map.	
3-2	Use Guide on Daniel to have them join your party temporarily.	
137	Goldshore Cathedral	P. 108
3-3	Talk to Donovan.	
137	Goldshore	P. 108
3-4	Talk to Mattias near the Tavern. *1	
140	Road to the Seaside Grotto	P. 109

#### CHAPTER 4

141	Seaside Grotto	P. 109
3-5	Defeat Mystery Man and Shady Figure.	BOSS 3
137	Goldshore	P. 108
137	Goldshore Manor District	P. 108
3-6	Head for the Cathedral.	
125	Wispermill	P. 104
4-1	Head to the east of the map.	
4-2	Go to the jail door, select "Wait and see what happens."	
4-3	Head to the west of the map.	
126	Ebony Grotto	P. 104
4-4	Defeat Mattias's Follower and Minions.	
4-5	Defeat Mattias.	BOSS 4
92	Flamesgrace Cathedral	P. 90
4-6	Use Guide on Lianna to have them join your party temporarily.	
92	Flamesgrace	P. 90
4-7	Head to the hilltop on the northwest side of the map.	



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**BOSS 1** Guardian of the First Flame


WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Dagger, Staff, Ice, Wind	Sleep, Confusion	Inspiring Plum Basket (100%)

It fights with skills like Sweep and Pyre in addition to normal attacks, but the battle should prove manageable if you heal as you go with Ophilia's Heal Wounds skill. Just be wary of the Dark Wisps that appear with the messages, "The Trial Begins" and "Prove your strength to the guardian!" These use Self-Immolation a few turns after they show up, dealing heavy damage. Take these out first!

## ◇ PREPARATION &amp; STRATEGY

- ◆ Use Guide to bring one of a Knight Ardante from the entrance to the Cave of Origin to summon in battle.
- ◆ At higher difficulties (page 11), the Guardian of the First Flame summons more Dark Wisps with "The Trial Begins." To combat this, use the Scholar job's Fireball skill to strike all their weak points at once.

## ◇ ENEMIES THAT APPEAR IN BATTLE



**Dark Wisp**

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Bow, Staff, Fire, Light	Poison, Sleep, Confusion	Shadow Soulstone (30%)



**BOSS 2** Hrōðvitnir

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Spear, Ice, Lightning, Light	Sleep, Confusion	Healing Grape Bunch (100%)

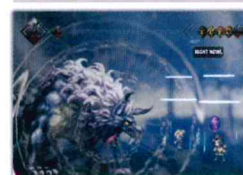
Hrōðvitnir's Sharpen Claws skill increases its Physical Attack, while its Bestial Fang attack reduces the Physical Attack of its target. At lower health it takes three actions a turn and uses Night Howl, which reduces the party's Physical Defense and inflicts Terror. Keep an eye on your remaining HP! Hrōðvitnir increases its maximum Shield Points every time it recovers from Break, so save up your BP before you Break it to inflict a great amount of damage.

## ◇ PREPARATION &amp; STRATEGY

- ◆ The Warrior skill Thousand Spears makes it easy to Break.
- ◆ Use Shackle Foe to negate the effects of Hrōðvitnir's Sharpen Claws, and Shackle Foe to negate the effects of Bestial Fang.
- ◆ In the event that Night Howl inflicts Terror on anyone, have Herbs of Valor on hand to cure them.

## ◇ NOTEWORTHY ATTACKS

## NIGHT HOWL



◀ Reduces the party's Physical Defense and inflicts Terror. Negates any Physical Attack buffs on the enemy.



**BOSS 3** Mystery Man  
Shady Figure

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Axe, Light, Dark	Sleep, Confusion	Black Staff (100%)

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Dagger, Fire, Ice, Lightning	Sleep, Confusion	Stimulating Bracelet (100%)

The duo serve specific roles, with the Mysterious Man on attack while the Shady Figure provides support. If either is defeated, the remaining member gets a boost to attack strength and more actions per turn, so crushing either individually only invites peril. Neither enemy has

much HP, and their normal attacks are relatively harmless. Use Analyze to keep an eye on their HP as you whittle it down, aiming for a chance to take down both at once.

## ◇ PREPARATION &amp; STRATEGY

- ◆ Both rely on elemental attacks, so equip armor with high Elemental Defense and use the Cleric skill Sheltering Light to reduce oncoming damage.



**BOSS 4** Mattias

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Axe, Ice, Light	Sleep, Confusion	Mattias's Scepter (100%)


Mattias summons comrades into battle three times and uses Dark Blessing to raise his group's Elemental Attack and Speed. He also uses Infernal Flame to seal the party's elemental abilities. Infernal Flame wears off when Mattias is in Break, but his weaknesses will be locked if any of his allies remain. Focus on the summoned help first.

At 25% HP he starts to use Black Thunder, an attack whose massive damage and tendency to inflict Unconsciousness on the entire party runs a high risk of wiping out your group. When you see the message "Mattias's scepter surges with power," Break him to prevent this skill from activating.

## ◇ PREPARATION &amp; STRATEGY


- ◆ Fight with Sealtice's Seduction and Sheltering Light together to keep your Elemental Defense up and endure Mattias's deadly elemental attacks.
- ◆ Most of his attacks are elemental damage, but his summoned allies specialize in physical attacks. Make sure you have equipment that boosts either type of defense.

## ◇ ENEMIES THAT APPEAR IN BATTLE



**Senior Cultist**

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dagger, Bow, Fire, Light	Sleep, Confusion	—



**Black Matter**

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Staff, Lightning, Wind, Light	Sleep, Confusion	—



**Augmented Remnant**

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Lightning, Light	Poison, Sleep, Confusion	—



Sagacious scholar pursuing the mystery of a lost forbidden tome.

# CYRUS'S PATH

Visiting the archives in pursuit of new knowledge, this intellectual discovers a book has gone missing. In the course of tracking it down, he discovers the existence of a tome that piques his curiosity: From the Far Reaches of Hell.

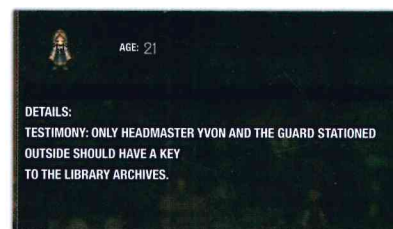


## See through Weak Points for Easy Breaks

Cyrus can use the Path Action "Scrutinize" to glean information from townspeople and advance his story. This can yield the locations of items hidden in town, shop discounts, and more, so get to work as soon as you arrive in a new city or hamlet. He also has a breadth of elemental attacks, making him a valuable asset for attacking weak points in a fight.



▲ Cyrus's Analyze skill lets him ascertain enemy weaknesses, a boon for any battle.



▲ In his story, he uses Scrutinize to gather information from townspeople and solve mysteries.

### ◇ PROGRESSION FLOWCHART

CHAPTER 1		
111	Atlasdam Palace	P. 97
1-1	Head down the stairs at the center of the map and toward the exit.	
111	Atlasdam Palace Gate	P. 97
111	Royal Library	P. 098
111	Atlasdam Palace Gate	P. 97
1-2	Enter the Royal Library.	
1-3	Use Scrutinize on the Guardsman to glean "The Guard's Situation." *1	
111	Royal Library	P. 098
1-4	Use Scrutinize on Mercedes in the Royal Library to glean "Librarian's Testimony." *1	
1-5	Use Scrutinize on Russell in the Royal Library to glean "Russell's Situation." *1	
111	Royal Academy of Atlasdam	P. 098
1-6	Use Scrutinize on Headmaster Yvon in his room on the second floor to glean "The Headmaster's Situation." *1	
111	Atlasdam Palace Gate	P. 97
1-7	Select "The headmaster and the guard" → "The guard's" → "Russell."	
112	Subterranean Study	P. 098
1-8	Defeat Russel.	BOSS 1
111	Atlasdam Palace Gate	P. 97
111	Royal Academy of Atlasdam	P. 098
1-9	Head to the headmaster's room.	
111	Atlasdam Palace Gate	P. 97
111	Atlasdam	P. 97
1-10	Head to the southeast exit.	

CHAPTER 2		
66	Quarrycrest	P. 79
2-1	Head to Odette's house on the north side of the map.	
2-2	Use Scrutinize on Odette to glean "Where the Incidents Happened." *2	
2-3	Use Scrutinize on the Townsperson in the center of the map to glean "The Sewers." *2	
2-4	Use Scrutinize on the Townsperson in front of the Inn to glean "Witness Testimony." *2	
2-5	Select "Near the inn" → "At all hours" → "The sewers"	
67	Sewers	P. 79
2-6	Defeat Gideon.	BOSS 2
66	Quarrycrest	P. 79
2-7	Head to the southwest exit.	

CHAPTER 3		
9	Stonegard	P. 53
3-1	Use Scrutinize on Bindery Employee in the workshop to glean "The Book's Whereabouts."	
3-2	Head to Dominic's house in the Valleys.	
3-3	Use Scrutinize on the Neighborly Grandma in the Valleys to glean "Dominic's Seclusion." *3	
3-4	Use Scrutinize on the Neighborly Grandpa in the home near the central stairs to glean "Dominic's Remorse." *3	
9	Stonegard Valleys	P. 53
3-5	Use Scrutinize on the Apothecary on the Heights stairs to glean "Dominic's Troubles." *3	

9	Stonegard	P. 53
3-6	Head back to Dominic's house.	
3-7	Select "His daughter" → "Translating a book."	
9	Stonegard Heights	P. 53
3-8	Head to Yvon's Birthplace in the center of the map.	
10	Yvon's Birthplace	P. 54
3-9	Head to the corner of the map, select "Wait and see."	
10	Yvon's Cellar	P. 54
3-10	Defeat Yvon.	BOSS 3
9	Stonegard	P. 53
3-11	Head to the southwest exit.	

CHAPTER 4		
90	Duskbarrow	P. 89
4-1	Head to the wall to the left of the Inn.	
4-2	Select "No" → "Maybe not" → "Twist it."	
91	Ruins of Eld	P. 89
4-3	Defeat Lucia	BOSS 4
4-4	Return to the archives, search the upper-right side bookshelf, obtain High Horburgian Dictionary.	
4-5	Use Scrutinize on the right side bookshelf to glean "Trial of the Twelve, Volume VII." *4	
4-6	Use Scrutinize on the left side bookshelf to glean "Forbidden Gold." *4	
4-7	Use Scrutinize on the book fallen in the deepest chamber to glean From the Far Reaches of Hell. *4	
4-8	Return to the wall mural, use Scrutinize on the wall to glean "The Mural's Meaning."	
4-9	Select "Sealed power away beyond the edge of the world" → "The power of life and death" → "A warning."	

\*1: 1-3 - 1-6 Can be accomplished in any order.

\*3: 3-3 - 3-5 Can be accomplished in any order.

\*2: 2-2 - 2-4 Can be accomplished in any order.

\*4: 4-5 - 4-7 Can be accomplished in any order.





## BOSS 1 Russell

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Dagger, Staff, Ice, Wind	Sleep, Confusion	Refreshing Jam (100%)

He uses fire element attacks like Wildfire and Fireball, and the powerful spell Dragonsbreath at low health. A turn before Dragonsbreath, the message "Russell is uttering an incantation . . ."

will appear. If his Shield Points are low enough, aim for a Break. The Water Wisps that appear at the start of battle are no threat, so feel free to ignore them. Still, they don't respawn when

beaten, so it's not a bad idea to defeat them first.

### PREPARATION & STRATEGY

- ◆ Russell is weak to ice, so he's easier to Break if you learn Blizzard.
- ◆ He can use the Silence-inducing Intimidate skill at higher difficulties, so prepare some Herbs of Clamor.

### ENEMIES THAT APPEAR IN BATTLE



#### Water Wisp

WEAKNESSES	IMMUNITIES
Spear, Axe, Fire, Lightning	Poison, Sleep, Confusion
ITEMS DROPPED	Ice Soulstone (30%)



## BOSS 2 Gideon

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sword, Dagger, Axe, Light	Sleep, Confusion	Gideon's Dagger (100%)

Gideon starts the Animate Bones skill, summoning two Dancing Bones and locking his shield points. Beating the Dancing Bones grants you access to his weaknesses again, so use Fire

Storm to inflict more damage and take them down quickly. What's more, Gideon's Creepy Laugh skill reduces your party's Physical and Elemental Attack. Negate this with Mole Dance

and Sheltering Light, or heal often to keep your HP up.

### PREPARATION & STRATEGY

- ◆ Gideon's Hands of Darkness attack inflicts Blindness on the party, so have Herbs of Light ready to cure it.
- ◆ Dancing Bones reappear after a few turns, locking his weak points again, so focus on beating them.

### ENEMIES THAT APPEAR IN BATTLE



#### Dancing Bones

WEAKNESSES	IMMUNITIES
Axe, Staff, Fire, Light	Poison, Sleep, Confusion
ITEMS DROPPED	Energizing Pomegranate (30%)



## BOSS 3 Yvon

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dagger, Staff, Light	Sleep, Confusion	Energizing Pomegranate (L) (100%)

Yvon gains weak points after each Break, and at half health the message "Yvon is losing control of his body . . ." appears. In this state, all of his attacks are critical hits. He also has some

annoying skills like Pulverize and Shatter Soul, which reduce a target's BP or SP to zero, respectively. Focus on the Research Fellows first, then Break Yvon, increasing his weak points as

you fight. When his health drops to half, prioritize using your Boosts to Break him and seal his movements.

### PREPARATION & STRATEGY

- ◆ Shatter Soul reduces SP to zero, so prepare lots of Inspiring Plums.
- ◆ He gains weakness to fire after his first Break, and weakness to ice after his second Break.

### ENEMIES THAT APPEAR IN BATTLE



#### Research Fellow

WEAKNESSES	IMMUNITIES
Spear, Axe, Lightning, Dark	Sleep, Confusion
ITEMS DROPPED	Healing Grape Bunch (30%)



## BOSS 4 Lucia

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
See text.	Sleep, Confusion	Energizing Pomegranate (L) (100%)

Lucia changes her weaknesses and actions in three stages separated by Breaks. She is initially weak to all weapons but staves, so pour on the physical attacks. You have thirty Shield Points to get through, so use multi-hit physical attacks like Thousand Spears and Rain of Arrows to Break her quickly.

In stage two, rely exclusively on elemental attacks. Lucia's weak to all elements but dark, and only has fifteen Shield Points to her name. Keep your HP up and aim for her weak points.

At stage 3, she is weak to swords, axes, lightning and light. Her Berserk Rage attack is fear-

some, unleashing up to five strikes. At 25% HP, a message will appear only once, saying "Lucia's screaming in tongues . . ." The next turn she'll use Almighty Curse, which reduces all party members to 1 HP. Get ready to heal up!

### PREPARATION & STRATEGY

- ◆ Both Lucia's physical and elemental attacks are incredibly powerful, so use Sealctige's Seduction in tandem with Mole Dance and Sheltering Light to case them on your entire party and reduce damage.
- ◆ Wallop can inflict Unconsciousness—if your healer is knocked out, you'd better have plenty of recovery items like Healing Grapes.
- ◆ She attacks fiercely in stage three, so try to keep the battle short. Skills like Lion Dance, Armor Corrosive, and Aelfric's Auspices can bolster your attack potential; time these with a Break to compound the damage you inflict.

### NOTEWORTHY ATTACKS

#### BERSERK RAGE



- ◆ Unleashes between three and five physical attacks. Each does a ton of damage, so heal quickly.

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Innocent merchant traveling a world replete with treasures.

# TRESSA'S PATH

Born to a trader family, she spent her days helping her parents, all the while dreaming of the outside world. On one such a day, she gets wrapped up in an unexpected affair . . .



## Procure Equipment with Sound Spending

Tressa's talent, "Eye for Money," gives her more potential for amassing wealth than the other characters. Purchase effective equipment to contribute to your party's strength. When you're whittling down enemy Shield Points in battle, she can support attackers with the Merchant job skill Donate BP.



▲ Walking through the field or dungeons with Tressa in your party lets her pick up leftover leaves.



▲ The Merchant skill Collect lets you obtain money from foes in battle, so use it often in the early game.

### ◇ PROGRESSION FLOWCHART

#### CHAPTER 1

##### 127 Rippletide

P. 105

1-1 Head toward the port.

1-2 Use Purchase on the Beverage Vendor to obtain Bottle of Wine.

1-3 Head toward the Tavern.

1-4 Head toward the port.

1-5 Use Purchase on the right-side Merchant to obtain Sleepweed.

##### 128 Path to the Caves of Maiya

P. 105

##### 129 Caves of Maiya

P. 105

1-6 Defeat Mikk and Makk.

BOSS 1

##### 127 Rippletide

P. 105

1-7 Enter Tressa's house.

1-8 Head toward the east exit.

#### CHAPTER 2

##### 66 Quarrycrest

P. 79

2-1 Head north on the map.

2-2 Use Purchase on the Migrant Worker to obtain Nondescript Stone.

##### 66 Quarrycrest Mines

P. 79

2-3 Use Purchase on three Laborers to obtain Nondescript Stones.



#### 1

##### 66 Quarrycrest

P. 79

2-4 Head to the central plaza.

2-5 Head toward the entrance.

##### 68 Road to Morlock's Manse

P. 80

##### 69 Morlock's Manse

P. 80

2-6 Defeat Omar.

BOSS 2

#### CHAPTER 3

##### 83 Victors Hollow

P. 86

3-1 Head toward the Tavern.

##### 83 Victors Hollow: Arena Gate

P. 86

3-2 Use Purchase on the Merchant to obtain Edbart's Shield.



##### 83 Victors Hollow

P. 86

3-3 Hand over Edbart's Shield to the Antique Dealer, obtain treasure map.

3-4 Enter the Tavern.

#### 1

##### 84 Path to the Forgotten Grotto

P. 87

##### 85 Forgotten Grotto

P. 87

3-5 Defeat Venomtooth Tiger.

BOSS 3

##### 83 Victors Hollow

P. 86

3-6 Enter the Tavern

#### CHAPTER 4

##### 144 Grandport

P. 111

4-1 Head toward the Markets.

##### 144 Grandport Markets

P. 111

4-2 Head down the left-side market corridor.

4-3 Approach the Bazaar entrance.

##### 144 Grandport Bazaar

P. 111

4-4 Head toward the stairs to the stage.

##### 145 Grandport Sewers

P. 112

4-5 Defeat Esmeralda.

BOSS 4

##### 144 Grandport Bazaar


P. 111

4-6 Enter the inner room beyond the entrance left of the altar.



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BOSS 1

Mikk  
Makk

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Axe, Lightning, Wind	Sleep, Confusion	Ice Soulstone (M) (100%)
WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Bow, Staff, Fire, Wind	Sleep, Confusion	Inspiring Plum (M) (100%)

These two appear together, unleashing physical attacks like Attack and Slice. The pair aren't a real threat together, but when one is defeated the other will spout, "We'll make ya walk the plank!" Their Physical Attack and Physical Defense will increase, and they'll start using the Mutiny skill, attacking the entire party. What's

more, if either Mikk or Makk's health dips down to 50%, the message "Me mate's got me back!" appears, and the other will start shielding them from damage.

PREPARATION & STRATEGY

- Both are weak to wind, so learn the Merchant skill Trade Tempest to make it easier to Break them.
- We recommend dealing even damage to the pair, then defeating both at once.



BOSS 2

Omar

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Dagger, Staff, Ice, Light	Sleep, Confusion	Omar's Axe (100%)

Omar isn't much of a threat on his own, but he can use His Money's Worth to boost the Physical Attack, Physical Defense, and Speed of the Omar's Footmen that appear with him. When defeated, Omar's Footmen will respawn after a few turns, posing a threat once again. Focus on beating them again when they reappear.

PREPARATION & STRATEGY

- Omar's Shield Points increase when he recovers from Break, so make sure you have several ways to strike his weaknesses.
- His Sideswipe attack hits your entire group, so keep Healing Grapes on hand or use the Cleric's Heal Wounds to recover party HP.

ENEMIES THAT APPEAR IN BATTLE



Omar's Footman

WEAKNESSES	Sword, Axe, Lightning, Wind	IMMUNITIES	Sleep, Confusion
ITEMS DROPPED	Healing Grape (M) (30%)		



BOSS 3

Venomtooth Tiger

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Bow, Fire, Light	Poison, Sleep, Confusion	Olive of Life (L) (100%)

Almost all of its attacks can inflict Poison—including normal attacks—so prepare to cure it with Herbs of Healing or the Rehabilitate skill. Venomtooth Tiger is manageable as long as you stay on top of any poisonings. Break it, Boost, then hammer on it with high-powered abilities to defeat it with ease.

PREPARATION & STRATEGY


- Venomtooth Tiger only uses physical attacks, so equip armor with high Physical Defense or Evasion.
- Use Sealtice's Seduction on your Apothecary to make their Rehabilitate skill cure all Poison on your party.

NOTEWORTHY ATTACKS

PEERLESS POISON



Activates at half health, causing Poison to drain SP and BP in addition to HP.



BOSS 4

Esmeralda

WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spear, Axe, Staff, Wind, Light*1	Sleep, Confusion	Rune Knife (100%)

This imposing enemy uses attacks that seal party abilities. Red Blade seals Attack actions, Blue Blade seals Physical Attack skills, and Violet Blade seals Elemental Attack skills. Targets embedded with Black Blade have a timer appear

above their heads, and are KO'd when the timer reaches zero. Any blade is removed from a target when you Break her, so aim for her weak points! Esmeralda gains Shield Points every time she recovers from Break, and she gets new weak

points. Still, two of the three possible weak point patterns include spears, so bringing the Thousand Spears skill into battle should make her easier to Break.

STRATEGY AND WEAK POINT PATTERNS

- Use Thief skill Shackle Foe to reduce Esmeralda's significant Physical Attack power, and Dancer skill Mole Dance to increase your party's Physical Defense.
- Weak points alternate between three patterns: 1) spear, axe, staff, wind, light; 2) sword, bow, fire, lightning, wind; 3) spear, dagger, ice, wind, dark.

NOTEWORTHY ATTACKS

BLACK BLADE RUSH



Uses at half health, displaying countdown timers above the heads of your party members. Break her before the counter reaches zero!

FIVE STRIKES



Deals five physical attacks. Very likely to KO a character if the strikes are concentrated on a single target.

\*1: Weakness changes every time they recover from Break. Refer to "Strategy and Weak Point Patterns" to confirm the weakness cycle.



# SIDE STORY LIST

This section details the side stories that appear in each region, depicting tales involving people across the continent. This includes trigger conditions, clear conditions, and the rewards for completion, so use this as reference to complete every story.

Sub Story List Layout

NO. <b>A</b>	SUB STORY <b>B</b> NAME	LOCATION <b>C</b>	HOW TO ACTIVATE <b>D</b>	HOW TO CLEAR <b>E</b>	REWARDS <b>F</b>
1	Kit, the Traveler	South Cobbleston Gap 	Select Olberic as the protagonist and clear Olberic's Chapter 1.	<b>A</b> Give a Healing Grape to  .	1,500 leaves



## **A** SIDE STORY NUMBER

Serial numbers for the side stories exclusive to this book. The only exception is **1** "Kit, the Traveler," whose starting location differs depending on your chosen protagonist. Wherever the location, the details are the same, so the same serial number is assigned to the side story in every region.

## **B** SIDE STORY NAME

A side story's title. Side stories with a "★" mark before their name have two methods to clear them. [Battle] is written on those with foes that only appear in side stories. Details for said enemy can be found (page 42).

## **C** OCCURRENCE LOCATION

The location of the townspeople that triggers the side story. Icons like   refer to icons in the Map Data (page 48) and Townspeople Data (page 130) sections.

## **D** HOW TO ACTIVATE

Method for activating the side story. When the conditions are fulfilled, speak to the townspeople indicated in "Occurrence Location" to activate it. The side story won't activate if you talk to said townspeople before fulfilling the necessary conditions.

## **E** HOW TO CLEAR





























The method for clearing the side story. If there are two different ways to clear it, they'll be shown as **PATTERN A** **PATTERN B**. In the event two Path Actions with the same effect can be used (page 12), both choices will be written (e.g. "Use Purchase or Steal to . . .").

## **F** CLEAR REWARDS

Leaves and items obtained for clearing the side story.

## Highlands

The side story **4** continues into a multi-part episode about the man who founded the former Kingdom of Hornburg. One reward of note is the Confessional Armor you can obtain in **8**. It boasts high Physical Defense, and reduces ice elemental damage.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
1	Kit, the Traveler	South Cobbleston Gap 	Select Olberic as the protagonist and clear Olberic's Chapter 1.	<b>A</b> Give a Healing Grape to  .	1,500 leaves
2	Fertile Fields	Cobbleston 	Clear Olberic's Chapter 1.	<b>A</b> Use Purchase or Steal on  in Cobbleston to obtain Cow Droppings. <b>B</b> Give Cow Droppings to  .	1,500 leaves Inspiring Plum (M) x3
3	★Never Forget	Cobbleston 	Clear Olberic's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Purchase or Steal on  in Noblecourt to obtain Lorie's Diary. <b>B</b> Give Lorie's Diary to  . <b>PATTERN B</b> <b>A</b> Use Guide or Allure on  to temporarily add them to your party. <b>B</b> Head toward Lorie's Grave in East Noblecourt with  .	9,000 leaves Sharp Nut (M)
4	Noelle, Seeker of Knowledge (I)	Cobbleston 	Clear Olberic's Chapter 1.	<b>A</b> Use Guide or Allure on  to temporarily add them to your party. <b>B</b> Investigate the Ancient Plinth in the Untouched Sanctum with  .	4,800 leaves Tough Nut
5	Lost in Translation	Stonegard Heights 	Clear Protagonist's Chapter 1	<b>A</b> Use Guide or Allure to have  in Rippletide (who appears after clearing Tressa's Chapter 1) join your party temporarily. <b>B</b> Talk to  with  .	6,500 leaves Exotic Garb
6	★Up to No Good	Stonegard Valleys 	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Challenge or Provoke on  in Stonegard Valleys and win. <b>PATTERN B</b> <b>A</b> Use Guide or Allure on  in Sunshade to temporarily add them to your party. <b>B</b> Talk to  with  .	5,000 leaves Guardian Amulet
7	★A Royal Secret	Stonegard Heights 	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Guide or Allure on  in Stonegard Valleys to temporarily add them to your party. <b>B</b> Talk to  with  . <b>PATTERN B</b> <b>A</b> Use Inquire or Scrutinize on  in Tomb of Kings to glean "Gravekeeper's Information." <b>B</b> Convey "Gravekeeper's Information" to  .	5,000 leaves Royal Crest



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NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
8	Russell's Repentance	Stonegard B-39	Clear Cyrus's Tale Chapter 4.	A Use Inquire or Scrutinize on J-08 in Bolderfall to glean "History of the Cliftlands." B Use Inquire or Scrutinize on Q-06 in Stillsnow to glean "History of the Frostlands." C Use Inquire or Scrutinize on Q-11 in Duskbarrow to glean "History of the Woodlands." D Convey all three histories to B-39.	9,000 leaves Confessional Armor
9	Noelle, Seeker of Knowledge (II)	Stonegard Heights B-07	4 cleared.	A Use Inquire or Scrutinize on B-34 in Stonegard Valleys to glean "The Fortress of Everhold." B Convey "The Fortress of Everhold" to B-07.	6,600 leaves Tough Nut (M)
10	★Performance Art	Everhold C-12	Clear Protagonist's Chapter 1.	PATTERN A A Use Purchase or Steal on X-11 in Grandport Markets to obtain Sword of Sokrath. B Give Sword of Sokrath to C-12. PATTERN B A Use Inquire or Scrutinize on S-09 in Atlasdam Palace Gate to glean "Song of Sokrath." B Convey "Song of Sokrath" to C-12.	22,000 leaves
11	★Star of the Stage	Everhold C-06	Clear Protagonist's Chapter 1.	PATTERN A A Use Challenge on C-06 and win. PATTERN B A Use Provoke on C-06 and win.	15,000 leaves Revitalizing Jam
12	Noelle, Seeker of Knowledge (III)	Everhold C-05	9 cleared.	A Use Purchase or Steal on C-10 in Everhold to obtain Wornout Tapestry. B Give Wornout Tapestry to C-05.	11,000 leaves Historian's Hat Tough Nut (L)

## Sunlands

Of the side stories that unfold in this region, 21 is of special note, focusing on the final wish entrusted by a man put to death before your eyes. Clearing the multi-part side story starting from 15 nets you High House's Armor, which automatically heals the wearer in battle.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
1	Kit, the Traveler	Southern Sunshade Sands D-29	Select Primrose as your protagonist and clear Primrose's Chapter 1.	A Give a Healing Grape to D-29.	1,500 leaves
13	The Bouncer	Sunshade - Tavern - D-09	Clear Primrose's Chapter 1.	A Use Challenge or Provoke on D-15 in Sunshade and win.	1,500 leaves Fortifying Nut
14	★Her Time to Shine	Sunshade D-27	Clear Primrose's Chapter 1.	PATTERN A A Use Purchase or Steal on D-12 in Sunshade to obtain Diva's Dress. B Give Diva's Dress to D-27. PATTERN B A Use Guide or Allure on D-27 to temporarily add them to your party. B Talk to D-25 in Sunshade with D-27.	1,500 leaves Wind Amulet
15	Ria, Born to Roam (I)	Sunshade D-10	Clear Primrose's Chapter 1.	A Use Challenge or Provoke on D-11 in Sunshade and win.	1,500 leaves Magic Nut
16	The Adventures of Ali	Sunshade D-18	Clear Tressa's Chapter 4.	A Use Guide or Allure on F-30 in Marsalim to temporarily add them to your party. B Talk to D-18 with F-30.	9,000 leaves Tradewinds Spear
17	In Search of Sweets	Wellspring E-21	Clear Protagonist's Chapter 1.	A Use Purchase or Steal on Q-07 in Stillsnow to obtain Beetroot. B Give Beetroot to E-21.	4,500 leaves Gourmet's Charm
18	Shadow over the Sands [Battle]	Wellspring E-22	Clear Protagonist's Chapter 1.	A Use Inquire or Scrutinize on E-01 in Northern Wellspring Sands to glean "The Giant Serpent's Master." B Talk to E-02 in Quicksand Caves and win the battle.	8,000 leaves Transcendent Bow of Shadows
19	Ria, Born to Roam (II)	Wellspring E-20	15 cleared.	A Use Purchase or Steal on E-11 in Wellspring to obtain Tightly Sealed Envelope. B Give Tightly Sealed Envelope to E-20.	6,600 leaves Resistant Nut (M)
20	Back with Bale	Wellspring E-28	Clear Oiberic Chapter 4 and Ophilia Chapter 4.	A Use Inquire or Scrutinize on W-22 in Goldshore Cathedral to glean "Donovan's Condition." B Convey "Donovan's Condition" to E-28.	9,000 leaves Captain's Badge
21	The Prisoner's Plea	Marsalim Palace F-07	Clear Protagonist's Chapter 1.	A Use Inquire or Scrutinize on X-21 in Grandport Markets to glean "Lara's New Life." B Convey "Lara's New Life" to F-07.	300 leaves Revitalizing Jam



# Sunlands Cont'd

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
22	★In Search of the Unknown	Marsalim F-26	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> A Use Challenge or Provoke on F-25 in Marsalim and win. <b>PATTERN B</b> A Use Purchase or Steal on X-50 in Grandport to obtain Tales from a Faraway Land. B Give Tales from a Faraway Land to F-26.	11,000 leaves Alluring Ribbon
23	Ria, Born to Roam (III)	Marsalim F-17	19 cleared.	A Use Inquire or Scrutinize on F-06 in Marsalim Palace to glean "Chieftain's Schedule." B Convey "Chieftain's Schedule" to F-17.	11,000 leaves High House's Armor Resistant Nut (L)
24	King Khalim's Conundrum	Marsalim Palace F-01	Clear Chapter 4 for all characters.	A Use Guide or Allure on C-03 in Everhold Amphitheatre to temporarily add them to your party. B Talk to F-01 with C-03.	30,000 leaves

## Riverlands

The side story from 27 tells the tale of a girl pursuing the mystery of her birth after receiving an unexpected letter. 28 and 29 develop a love story for Alfyn's friend Zeph, and grants you access to the high Physical Attack of the Memorial Axe upon completion.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
1	Kit, the Traveler	West Clearbrook Traverse G-24	Select Alfyn as the protagonist. Clear Alfyn's Chapter 1.	A Give a Healing Grape to G-24.	1,500 leaves
25	A Sweet Reunion	South Clearbrook Traverse G-26	Clear Alfyn's Chapter 1.	A Use Guide or Allure on G-26 to temporarily add them to your party. B Talk to G-10 in Clearbrook with G-26.	2,000 leaves
26	★For Want of Fish	Clearbrook G-15	Clear Alfyn's Chapter 1.	<b>PATTERN A</b> A Use Purchase or Steal on G-01 in Clearbrook to obtain Saucy Prawns. B Give Saucy Prawns to G-15. <b>PATTERN B</b> A Use Challenge or Provoke on G-25 in West Clearbrook Traverse and win.	1,500 leaves Mighty Belt
27	Meryl, Lost then Found (I)	Clearbrook G-05	Clear Alfyn's Chapter 1.	A Use Inquire or Scrutinize on G-03 in Clearbrook to glean "Meryl's Past." B Convey "Meryl's Past" to G-05.	1,500 leaves Resistant Nut
28	Zeph and Mercedes (I)	Clearbrook G-11	Clear Alfyn's Chapter 4. Clear Cyrus's Chapter 4.	A Use Purchase or Steal on G-22 in Clearbrook to obtain Letter from Zeph. B Give Letter from Zeph to S-39 in Atlasdam's Royal Library.	—
29	Zeph and Mercedes (II)	—	Automatically occurs during 28.	A Use Purchase or Steal on S-39 in Atlasdam's Royal Library to obtain Letter from Mercedes. B Give Letter from Mercedes to G-12 in Clearbrook.	11,000 leaves Memorial Axe
30	The Worrywart	Saintsbridge H-29	Clear Protagonist's Chapter 1.	A Use Inquire or Scrutinize on H-04 in East Saintsbridge Traverse to glean "Early Ice Thawing." B Convey Early Ice Thawing to H-29.	6,600 leaves Invigorating Nut Resistant Nut
31	The Pilgrims' Plight	Saintsbridge: Cathedral H-09	Clear Protagonist's Chapter 1.	A Use Challenge or Provoke on H-01 in East Saintsbridge Traverse and win.	6,600 leaves Refreshing Jam
32	★A Corpse with No Name	West Saintsbridge Traverse H-03	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> A Use Purchase or Steal on H-05 in Farshore to obtain Hugo's Journal. B Give Hugo's Journal to H-03. <b>PATTERN B</b> A Use Guide or Allure on N-41 in Victors Hollow to temporarily add them to your party. B Talk to H-03 with N-41.	5,000 leaves Gentleman's Charm
33	Meryl, Lost then Found (II)	Saintsbridge H-35	27 cleared.	A Use Challenge or Provoke on H-34 in Saintsbridge and win.	6,600 leaves Resistant Nut (M)
34	Friends Again	Saintsbridge: Upstream H-39	Clear Ophilia's Chapter 4.	A Use Purchase or Steal on H-24 in Saintsbridge to obtain River Blossom. B Give River Blossom to H-21 in Saintsbridge: Upstream.	Badge of Friendship
35	Daughter of the Dark God (II)	Saintsbridge H-33	43 cleared.	A Use Inquire or Scrutinize on H-30 in Saintsbridge to glean "Alphas's Poem." B Convey "Alphas's Poem" to H-12 in Saintsbridge: Upstream.	10,000 leaves
36	★The Hidden Hoard	Riverford I-19	Clear Ophilia's Chapter 4.	<b>PATTERN A</b> A Use Purchase or Steal on S-32 in Atlasdam to obtain House Landar Records. B Give House Landar Records to I-19. <b>PATTERN B</b> A Use Inquire or Scrutinize on B-09 in Stonegard Heights to glean "The Fall of House Landar." B Convey "The Fall of House Landar" to I-19.	15,000 leaves Revitalizing Jam



NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
37	★The Adventuring Life	Riverford I-16	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> A Use Challenge or Provoke on L-01 in South Orewell Pass and win. <b>PATTERN B</b> A Use Guide or Allure on S-15 in Atlasdam Palace Gate to temporarily add them to your party. B Talk to L-01 in South Orewell Pass with S-15.	11,000 leaves Critical Nut (L)
38	Hello Again, Harald	Riverford I-18	Clear Olberic's Chapter 4.	A Use Purchase or Steal on E-05 in Wellspring to obtain Memorial Necklace. B Give Memorial Necklace to I-18.	8,000 leaves Harald's Sword
39	Meryl, Lost then Found (III)	Lower Riverford I-10	33 cleared.	A Use Guide or Allure on I-10 to temporarily add them to your party. B Talk to I-24 in Lower Riverford with I-10.	11,000 leaves High House's Armor Resistant Nut (L)

## Cliftlands

44 acts as a sequel to Heathcote's appearance in Therion's path, telling a story of his younger days. In addition to enjoying this tale, you get the excellent Heathcote's Dagger for clearing it, boasting high Elemental Attack and increasing the power of fire attacks.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
1	Kit, the Traveler	North Bolderfall Pass J-40	Select Therion as your protagonist and clear Therion's Chapter 1.	A Give a Healing Grape to J-40.	1,500 leaves
40	★The Bandits' Code	Lower Bolderfall J-38	Clear Therion's Chapter 1.	<b>PATTERN A</b> A Use Guide or Allure on D-01 in the Sunshade Tavern (after clearing Primrose's Chapter 1) to have them temporarily join your party. B Talk to J-38 with D-01. <b>PATTERN B</b> A Use Inquire or Scrutinize on N-34 in Victors Hollow to glean "Marta's Gang." B Convey "Marta's Gang" to J-38.	2,400 leaves Blazon of Protection
41	★Sparks of Revolution	Bolderfall J-02	Clear Therion's Chapter 1.	<b>PATTERN A</b> A Use Inquire or Scrutinize on J-01 in Bolderfall to glean "Project Plans." B Convey "Project Plans" to J-31 in Lower Bolderfall. <b>PATTERN B</b> A Use Purchase or Steal on J-37 in Lower Bolderfall to obtain Rebel's Axe. B Use Purchase or Steal on J-35 in Lower Bolderfall to obtain Spear of Justice. C Use Purchase or Steal on J-31 in Lower Bolderfall to obtain Revolutionary Sword. D Give all three weapons to J-02.	2,000 leaves
42	Kaia, Mother of Dragons (I)	Bolderfall J-05	Clear Therion's Chapter 1.	A Use Inquire or Scrutinize on G-23 in West Clearbrook Traverse to reveal a hidden item. B Investigate in West Clearbrook Traverse to obtain Giant Egg. C Give Giant Egg to J-05.	1,500 leaves Light Nut
43	Daughter of the Dark God (I)	Bolderfall: Ravus Manor Gate J-24	Clear Therion's Chapter 1.	A Use Challenge or Provoke on J-24 and win.	5,000 leaves
44	Heathcote's High Jinks	Bolderfall: Ravus Manor Gate J-18	Clear Therion's Chapter 4.	A Use Guide or Allure on U-06 in Wispermill temporarily add them to your party. B Talk to J-18 with U-06.	12,000 leaves Heathcote's Dagger
45	A Miner Dilemma	Quarrycrest Mines K-01	Clear Protagonist's Chapter 1.	A Use Purchase or Steal on W-17 in Goldshore Manor District to obtain Orewell Whetstone. B Give Orewell Whetstone to K-01.	9,000 leaves Sharp Nut Critical Nut
46	★The Weaver's Predicament	Quarrycrest K-27	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> A Use Purchase or Steal on K-27 to obtain Gendy's Footcloth. B Give Gendy's Footcloth to P-26 in Flamesgrace. <b>PATTERN B</b> A Use Inquire or Scrutinize on T-05 in Noblecourt to glean "A Use for Textiles." B Convey "A Use for Textiles" to K-27.	6,500 leaves Weaver's Charm
47	Kaia, Mother of Dragons (II)	Quarrycrest K-23	42 cleared.	A Use Guide or Allure on K-06 in Quarrycrest Mines to temporarily add them to your party. B Talk to K-23 with K-06.	6,600 leaves Light Nut (M)
48	Revello and Odette	Quarrycrest K-30	Clear Primrose's Chapter 4. Clear Cyrus's Chapter 4.	A Use Inquire or Scrutinize on K-16 in Quarrycrest to glean "Why She Doesn't Visit Geoffrey." B Convey "Why She Doesn't Visit Geoffrey" to T-31 in East Noblecourt.	9,000 leaves Revello's Helm
49	The Wayward Son	Orewell L-17	Clear Protagonist's Chapter 1.	A Use Guide or Allure on F-08 in Marsalim Palace to temporarily add them to your party. B Talk to L-17 with F-08.	9,000 leaves Olive of Life (L)

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# ◆ Clifflands Cont'd

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
50	★ On the Precipice	Orewell	Clear Protagonist's Chapter 1.	<p><b>PATTERN A</b></p> <p>A Use Challenge or Provoke on  and win.</p> <p><b>PATTERN B</b></p> <p>A Use Inquire or Scrutinize on  in Atlasdam Palace Gate (available after clearing Cyrus's Chapter 1) to glean "The Jellypeno."</p> <p>B Convey "The Jellypeno" to .</p>	11,000 leaves Refreshing Jam
51	Kaia, Mother of Dragons (III)	Orewell	47 cleared.	<p>A Use Challenge or Provoke on  in Dragonsong Fane to obtain Dragon Egg.</p> <p>B Give Dragon Egg to .</p>	11,000 leaves Robe of the Dragon Princess Light Nut (L)

## Woodlands

The side story starting at 54 tells the tale of a boy trying to save a father possessed by a demon. 60 brings back Alaic from H'aanit's path, rewarding you with the highest Elemental Attack power of any bow, the Primeval Bow of Storms.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
1	Kit, the Traveler	North S'warkii Trail	Select H'aanit as your protagonist and clear H'aanit's Chapter 1.	A Give a Healing Grape to .	1,500 leaves
52	Way Through the Woods	S'warkii	Clear H'aanit's Chapter 1.	<p>A Use Guide or Allure on  to temporarily add them to your party</p> <p>B Talk to  in Bolderfall with  (available after clearing Therion's Chapter 1).</p>	1,500 leaves Magic Nut Critical Nut
53	★ Rite of Passage	S'warkii	Clear H'aanit's Chapter 1.	<p><b>PATTERN A</b></p> <p>A Use Purchase Steal on  in North S'warkii Trail to obtain Giant Tusk.</p> <p>B Give Giant Tusk to .</p> <p><b>PATTERN B</b></p> <p>A Use Inquire or Scrutinize on  in North S'warkii Trail to glean "Where the Giant Boar Roams."</p> <p>B Convey "Where the Giant Boar Roams" to .</p>	1,500 leaves Refreshing Jam
54	Ashlan the Beastmaster (I)	S'warkii	Clear H'aanit's Chapter 1.	<p>A Use Inquire or Scrutinize on  in S'warkii to glean "Tale of the Beast Tamers."</p> <p>B Convey "Tale of the Beast Tamers" to .</p>	1,500 leaves Slippery Nut
55	Alphas and the Impresario[Battle]	West S'warkii Trail	Clear Chapter 4 for all characters. 35 cleared. 96 cleared.	A Defeat the Azure-eyed Tiger.	10,000 leaves
56	A Promising Venture	Victors Hollow: Arena Gate	Clear Protagonist's Chapter 1.	<p>A Use Inquire or Scrutinize on  in Victors Hollow: Arena Gate to glean "Estada's Condition."</p> <p>B Use Inquire or Scrutinize on  in Victors Hollow: Arena Gate to glean "Mon d'Or's Condition."</p> <p>C Convey their conditions to .</p>	4,800 leaves Healing Grape Bunch x3
57	Into Thin Air [Battle]	Victors Hollow	Clear Protagonist's Chapter 1.	<p>A Defeat the Devourer of Men.</p> <p>B Use Guide or Allure on  to temporarily add them to your party.</p> <p>C Talk to  with .</p>	9,000 leaves Deathly Blade
58	★ Arena Aspirations	Victors Hollow	Clear Protagonist's Chapter 1.	<p><b>PATTERN A</b></p> <p>A Use Challenge or Provoke on  and win.</p> <p><b>PATTERN B</b></p> <p>A Use Inquire or Scrutinize on  in Victors Hollow to glean "Father and Fighter."</p> <p>B Convey "Father and Fighter" to .</p>	4,800 leaves Refreshing Jam
59	Ashlan the Beastmaster (II)	Victors Hollow: Arena Gate	54 cleared.	<p>A Use Purchase or Steal on  in Victors Hollow: Arena Gate to obtain Snakesbane.</p> <p>B Give Snakesbane to .</p>	6,600 leaves Slippery Nut (M)
60	Again with Alaic [Battle]	Victors Hollow	Clear H'aanit's Chapter 4.	<p>A Use Guide or Allure on  to have them temporarily join your party.</p> <p>B Talk to  in Forest of No Return with  and win the battle.</p>	9,000 leaves Primeval Bow of Storms
61	Looting Grave Robber	Duskbarrow	Clear Protagonist's Chapter 1.	A Use Challenge or Provoke on  Moldering Ruins and win.	4,000 leaves Energizing Pomegranate (L)
62	★ A Cub with No Name	Duskbarrow	Clear Protagonist's Chapter 1.	<p><b>PATTERN A</b></p> <p>A Use Guide or Allure on  in Bolderfall (available after clearing Therion's Chapter 1) to temporarily add them to your party.</p> <p>B Talk to  with .</p> <p><b>PATTERN B</b></p> <p>A Use Inquire or Scrutinize on  in S'warkii to glean "How to Train a Tiger."</p> <p>B Convey "How to Train a Tiger" to .</p>	7,000 leaves Beastly Scarf
63	Ashlan the Beastmaster (III)	Duskbarrow	59 cleared.	<p>A Use Guide or Allure on  to have them temporarily join your party.</p> <p>B Talk to  deep within the Moldering Ruins with .</p>	11,000 leaves Monster Trainer's Hat Slippery Nut (L)



# Frostlands

**73** investigates the dragons of the world, and the Dragon's Scarf you obtain from clearing it restores SP after an action in battle. The clear condition is relatively simple, so prioritize completing the side story as soon as it becomes available.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
<b>1</b>	Kit, the Traveler	Northern Flamesgrace Wilds	Select Ophilia as the protagonist. Clear Ophilia's Chapter 1.	<b>A</b> Give a Healing Grape to .	1,500 leaves
<b>64</b>	★The Innocent Inmate	Flamesgrace Cathedral Entrance	Clear Ophilia's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Inquire or Scrutinize on  in Flamesgrace to glean "An Eyewitness Account." <b>B</b> Convey "An Eyewitness Account" to .	1,500 leaves Tough Nut
<b>65</b>	The Slumbering Giant [Battle]	Flamesgrace 	Clear Ophilia's Chapter 1.	<b>A</b> Use Inquire or Scrutinize on  in Flamesgrace to glean "Where the Ice Giant Sleeps." <b>B</b> Defeat the Jötunn in Hoarfrost Grotto to obtain Jötunn Horn. <b>C</b> Give Jötunn Horn to .	4,500 leaves Calamity Spear
<b>66</b>	Sir Miles, Servant of the Flame (I)	Flamesgrace 	Clear Ophilia's Chapter 1.	<b>A</b> Use Inquire or Scrutinize on  in Flamesgrace Cathedral to glean "Rumors of a Knight Ardante." <b>B</b> Convey "Rumors of a Knight Ardante" to .	1,500 leaves Nourishing Nut
<b>67</b>	Lianna and Eliza	Flamesgrace Cathedral	Clear Ophilia's Chapter 4. Clear H'aanit's Chapter 4.	<b>A</b> Talk to  or  in Wispermill. <b>B</b> Use Challenge or Provoke on  in Western Wispermill Flats and win.	11,000 leaves Bishop's Staff
<b>68</b>	Let There Be Warmth	Stillsnow 	Clear Protagonist's Chapter 1.	<b>A</b> Use Purchase or Steal on  in Stillsnow to obtain Adequate Flax. <b>B</b> Use Purchase or Steal on  in Stillsnow to obtain Portable Pot. <b>C</b> Use Purchase or Steal on  in Stillsnow to obtain Satisfactory Coal. <b>D</b> Give all items to .	4,800 leaves Nourishing Nut Sharp Nut
<b>69</b>	★Setting Out	Stillsnow 	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Challenge or Provoke on  in Stillsnow and win. <b>PATTERN B</b> <b>A</b> Use Guide or Allure on  in Quarrycrest Mines to temporarily add them to your party. <b>B</b> Talk to  with .	3,300 leaves Alluring Ribbon
<b>70</b>	Sir Miles, Servant of the Flame (II)	Stillsnow 	<b>66</b> cleared.	<b>A</b> Use Challenge or Provoke on  and win.	6,600 leaves Nourishing Nut (M)
<b>71</b>	Arianna Again (I)	Stillsnow 	Clear Primrose's Chapter 4 Clear H'aanit's Chapter 4.	<b>A</b> Use Guide or Allure on  to temporarily add them to your party. <b>B</b> Talk to  in Stonegard Valleys with .	—
<b>72</b>	Arianna Again (II)	Stillsnow 	<b>71</b> cleared.	<b>A</b> Use Guide or Allure on  to temporarily add them to your party. <b>B</b> Talk to  in Stonegard Valleys with .	11,000 leaves Adamantine Dagger
<b>73</b>	Here Be Dragons	Northreach 	Clear Protagonist's Chapter 1.	<b>A</b> Use Inquire or Scrutinize on  in Cobbleston to glean "Dragon of the Highlands." <b>B</b> Use Inquire or Scrutinize on  in Stillsnow to glean "Dragon of the Frostlands." <b>C</b> Use Inquire or Scrutinize on  in Orwell to glean "Dragon of the Clifflands." <b>D</b> Convey information on dragons to .	11,000 leaves Dragon's Scarf
<b>74</b>	★Heirloom of a High House	Northreach 	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Purchase or Steal on  in Grandport Markets to obtain Byron's Ring. <b>B</b> Give Byron's Ring to .	9,000 leaves Sharp Nut (L)
<b>75</b>	Sir Miles, Servant of the Flame (III)	Northreach 	<b>70</b> cleared.	<b>A</b> Use Purchase or Steal on  in Northreach to obtain Memorial Sword. <b>B</b> Give Memorial Sword to .	11,000 leaves Ardante Attire Nourishing Nut (L)
<b>76</b>	Ogen's Epilogue	Northreach 	Clear Alfyn's Chapter 4.	<b>A</b> Use Purchase or Steal on  in Victors Hollow to obtain Mind-me-always. <b>B</b> Give Mind-me-always to  in Northreach: Lorn Cathedral.	9,000 leaves Double Tomahawk

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# Flatlands

The reward for clearing **85** nets you Mikk and Makk's Shield, which, unlike other shields, raises Evasion dramatically. **87** also offers a comparatively easy way to get 22,000 leaves, making it useful when you're low on resources.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
<b>1</b>	Kit, the Traveler	East Atlasdam Flats	Select Cyrus as your protagonist Clear Cyrus's Chapter 1	<b>A</b> Give a Healing Grape to .	1,500 leaves
<b>77</b>	Fit for a King	Atlasdam	Clear Cyrus's Chapter 1.	<b>A</b> Use Purchase or Steal on  in Atlasdam to obtain Ambrosial Milk. <b>B</b> Use Purchase or Steal on  in Atlasdam to obtain Emperor Crab. <b>C</b> Use Purchase or Steal on  in Atlasdam to obtain Roc Egg. <b>D</b> Give all three ingredients to .	1,500 leaves Healing Grape (M) x2
<b>78</b>	★City of Gold	Atlasdam Palace Gate	Clear Cyrus's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Guide or Allure on  in West Grandport Coast to temporarily add them to your party. <b>B</b> Talk to  with .	9,000 leaves Alluring Ribbon
<b>79</b>	★The Prodigious Painting	Atlasdam Palace	Clear Cyrus's Chapter 1.	<b>PATTERN B</b> <b>A</b> Use Inquire or Scrutinize on  in Marsalim to glean "City of Gold." <b>B</b> Convey "City of Gold" to .	13,000 leaves
<b>80</b>	Theracio's Tutelage (I)	Atlasdam	Clear Cyrus's Chapter 1.	<b>A</b> Use Challenge or Provoke on  in Atlasdam and win	1,500 leaves Invigorating Nut
<b>81</b>	In Search of Father (I)	Noblecourt	<b>1</b> cleared. (Accessible in any region.)	<b>A</b> Use Guide or Allure on  in East Noblecourt to add them to your party temporarily. <b>B</b> Talk to  with .	4,500 leaves
<b>82</b>	The Price of Vengeance	East Noblecourt	Clear Protagonist's Chapter 1.	<b>A</b> Use Challenge or Provoke on  in Atlasdam and win to obtain Mercenary Crest. <b>B</b> Use Challenge or Provoke on  in Goldshore and win to obtain Mercenary Crest. <b>C</b> Use Challenge or Provoke on  in Duskbarrow and win to obtain Mercenary Crest. <b>D</b> Give all three crests to .	6,500 leaves Veteran's Helm
<b>83</b>	★The Gravekeeper's Grief	East Noblecourt	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Challenge or Provoke on  in Western Noblecourt Flats and win. <b>PATTERN B</b> <b>A</b> Use Purchase or Steal on  in Noblecourt to obtain Codger-Friendly Bow. <b>B</b> Give Codger-Friendly Bow to .	4,500 leaves Gravekeeper's Mark
<b>84</b>	Theracio's Tutelage (II)	East Noblecourt	<b>80</b> cleared.	<b>A</b> Use Purchase or Steal on  in East Noblecourt to obtain Tools of Learning. <b>B</b> Give Tools of Learning to .	6,600 leaves Invigorating Nut (L)
<b>85</b>	Mikk and Makk Make Good	Noblecourt	Clear Tressa's Chapter 4 and Therion's Chapter 4.	<b>A</b> Use Challenge or Provoke on  in East Noblecourt and win.	11,000 leaves Mikk and Makk's Shield
<b>86</b>	Scaredy Sheep [Battle]	Western Wispermill Flats	Clear Ophilia's Chapter 4.	<b>A</b> Use Inquire or Scrutinize on  in West Wispermill Flats to glean "Where the Direwolf Prowls." <b>B</b> Defeat the Mánagarmr in the Forest of Purgation to obtain Direwolf Fang. <b>C</b> Give Direwolf Fang to .	12,000 leaves Elemental Augmentor
<b>87</b>	★Tilting at Windmills	Wispermill	Clear Ophilia's Chapter 4.	<b>PATTERN A</b> <b>A</b> Use Challenge or Provoke on  in Sunshade Tavern (available after clearing Primrose's Chapter 1) and win. <b>PATTERN B</b> <b>A</b> Use Guide or Allure on  in Atlasdam (available after clearing Cyrus's Chapter 1) to temporarily add them to your party. <b>B</b> Talk to  with .	22,000 leaves
<b>88</b>	Theracio's Tutelage (III)	Wispermill	<b>84</b> cleared.	<b>A</b> Use Guide or Allure on  in Clearbrook to temporarily add them to your party. <b>B</b> Talk to  with .	11,000 leaves Teacher's Hat Invigorating Nut (L)



## Coastlands

In **100**, Cordelia from Therion and Tressa's paths reveals a surprising relationship with Noa. The Blessed Blazon you get as reward is a sight to behold, skyrocketing the wearer's Physical and Elemental Defense.

NO.	SUB STORY NAME	LOCATION	HOW TO ACTIVATE	HOW TO CLEAR	REWARDS
<b>1</b>	Kit, the Traveler	East Rippletide Coast	Select Tressa as your protagonist. Clear Tressa's Chapter 1.	<b>A</b> Give a Healing Grape to .	1,500 leaves
<b>89</b>	★Love Unrequited	Rippletide	Clear Tressa's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Challenge or Provoke on  in Rippletide and lose. <b>PATTERN B</b> <b>A</b> Use Guide or Allure on  in Rippletide to temporarily add them to your party. <b>B</b> Talk to  with .	1,500 leaves Critical Nut (M)
<b>90</b>	Le Mann, Explorer Extraordinaire (I)	Rippletide	Clear Tressa's Chapter 1.	<b>A</b> Use Purchase or Steal on  in Rippletide to obtain Adventurer's Attire. <b>B</b> Give Adventurer's Attire to .	1,500 leaves Fortifying Nut
<b>91</b>	Princess Mary, Redux	Rippletide	Clear Cyrus's Chapter 4.	<b>A</b> Use Allure or Guide on  in Undertow Cove to temporarily add them to your party. <b>B</b> Talk to  with .	9,000 leaves Absolute Zero Staff
<b>92</b>	Left Behind	Goldshore	Clear Protagonist's Chapter 1.	<b>A</b> Use Guide or Allure on  in Victors Hollow to temporarily add them to your party. <b>B</b> Talk to  with .	4,500 leaves Elemental Ward
<b>93</b>	★The Merchant's Path	Goldshore Manor District	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Inquire or Scrutinize on  in West Goldshore Coast to glean "A Safe Route." <b>B</b> Convey "A Safe Route" to .	11,000 leaves Slippery Nut Light Nut
<b>94</b>	Scourge of the Seas [Battle]	Goldshore Manor District	Clear Protagonist's Chapter 1.	<b>A</b> Use Purchase or Steal on  to obtain Leviathan Egg. <b>B</b> Defeat Leviathan in Captains' Bane.	7,000 leaves Leviathan Shield
<b>95</b>	Le Mann, Explorer Extraordinaire (II)	Goldshore	<b>90</b> cleared.	<b>A</b> Use Guide or Allure on  in Rippletide to temporarily add them to your party. <b>B</b> Talk to  with .	6,600 leaves Fortifying Nut (L)
<b>96</b>	In Search of Father (II)	Moonstruck Coast	<b>81</b> cleared.	<b>A</b> Use Purchase or Steal on  in Grandport to obtain Lapis Lazuli. <b>B</b> Give Lapis Lazuli to .	9,000 leaves
<b>97</b>	The Diarist's Desire	Grandport Markets	Clear Tressa's Chapter 4.	<b>A</b> Use Purchase or Steal on  in Bolderfall to obtain Astonishing Object. <b>B</b> Use Purchase or Steal on  in Wellspring to obtain Incredible Item. <b>C</b> Use Purchase or Steal on  in Duskbarrow to obtain Marvelous Memento. <b>D</b> Give all three objects to .	6,500 leaves Alluring Ribbon
<b>98</b>	★An Exotic Aroma	Grandport Markets	Clear Protagonist's Chapter 1.	<b>PATTERN A</b> <b>A</b> Use Purchase or Steal on  in Sunshade to obtain Quatrait Bloom. <b>B</b> Give Quatrait Bloom to .	11,000 leaves Revitalizing Jam
<b>99</b>	Le Mann, Explorer Extraordinaire (III)	Grandport Markets	<b>95</b> cleared.	<b>PATTERN B</b> <b>A</b> Use Guide or Allure on  to temporarily add them to your party. <b>B</b> Talk to  in Rippletide with .	11,000 leaves Adventurer's Hat Fortifying Nut (L)
<b>100</b>	Keeping Up with the Wyndhams	Grandport	Clear Tressa's Chapter 4 and Therion's Chapter 4.	<b>A</b> Use Challenge or Provoke on  in West Grandport Coast and win to obtain Letter from Noa. <b>B</b> Give Letter from Noa to .	12,000 leaves Blessed Blazon

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# Side Story Battle Strategies

Several side stories include battles against foes only seen in these tales. This section explains how to battle against these exclusive enemy encounters.

## 18 Shadow over the Sands

The Giant Python and Snake Charmer appear together. The Snake Charmer buffs the Giant Python, so take him down first. The snake's attacks inflict Sleep, so bring some Herbs of Awakening into the fight.



### GIANT PYTHON

WEAKNESSES	IMMUNITIES
Spear, Axe, Ice, Light	Sleep, Confusion
ITEMS DROPPED	
Energizing Pomegranate (L) (100%)	



### SNAKE CHARMER

WEAKNESSES	IMMUNITIES
Sword, Bow, Staff, Lightning, Wind	Sleep, Confusion
ITEMS DROPPED	
Herb of Awakening (30%)	

## 55 Alphas and the Impresario

It raises its Physical Attack with Sharpen Claws, and unleashes physical attacks like Rampage. The Azure-eyed Tiger has high Evasion, but low HP, so wait until a Break to attack with all your might and wipe it out.



### AZURE-EYED TIGER

WEAKNESSES	IMMUNITIES
Sword, Dagger, Staff, Ice, Wind	Sleep, Confusion
ITEMS DROPPED	
Inspiring Plum Basket	

## 57 Into Thin Air

This is a battle against a Devourer of Men and two Deadly Spores. They unleash powerful dark element attacks against the party, so bring equipment focused on Elemental Defense. As its name implies, it uses Devour to KO one of your party members after the message "The flower twitches ominously," so make sure you have ways to heal up.



### DEVOURER OF MEN

WEAKNESSES	IMMUNITIES
Spear, Dagger, Staff, Fire *1	Sleep, Confusion
ITEMS DROPPED	
Refreshing Jam (100%)	



### DEADLY SPORE

WEAKNESSES	IMMUNITIES
Sword, Spear, Axe, Wind	Sleep, Confusion
ITEMS DROPPED	
Inspiring Plum Basket (30%)	

## 60 Again with Alaïc

He uses attacks like Eye Smash and Roundhouse Kick, but they don't do much damage. Lethal Stab has the potential to KO a party member, so equip Vivifying Stones.



### BANDIT LEADER

WEAKNESSES	IMMUNITIES
Dagger, Axe, Lightning, Light	Poison, Sleep, Confusion
ITEMS DROPPED	
Healing Grape (4%)	

## 65 The Slumbering Giant

Only Jötunn appears at first, but it summons two Snow Elementals on its first turn. Its most fearsome attack comes after the message "There is a chill in the air," using Absolute Zero to reduce your party to 1 HP. If you can't aim for a Break, get ready to heal.



### JÖTUNN

WEAKNESSES	IMMUNITIES
Sword, Axe, Fire, Lightning	Sleep, Confusion
ITEMS DROPPED	
Jötunn Horn (100%)	



### SNOW ELEMENTAL

WEAKNESSES	IMMUNITIES
Dagger, Staff, Fire, Light	Poison, Sleep, Confusion
ITEMS DROPPED	
Ice Soulstone (M) (30%)	

## 86 Scaredy Sheep

Summons Direwolves into battle. Its annoying Bestial Growl increasing its group's Physical Attack, and Lunar Howl is just as frustrating, negating any buffs and reducing the party's Physical Defense. Use Shack-le Foe and Mole Dance to negate ally debuffs and enemy buffs as you fight.



### MÁNAGARMR

WEAKNESSES	IMMUNITIES
Spear, Axe, Lightning, Dark	Sleep, Confusion
ITEMS DROPPED	
Direwolf Fang (100%)	



### DIREWOLF

WEAKNESSES	IMMUNITIES
Sword, Dagger, Staff	Sleep, Confusion
ITEMS DROPPED	
Healing Grape Bunch (30%)	

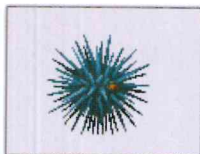
## 94 Scourge of the Seas

The Leviathan summons a Sea Urchin and Crimson Urchin into battle. Many of its attacks inflict Unconsciousness, so casting the Scholar's Rehabilitate on party members will make the battle go more smoothly.



### LEVIATHAN

WEAKNESSES	IMMUNITIES
Spear, Bow, Fire, Lightning, Wind	Sleep, Confusion
ITEMS DROPPED	
Olive of Life (L) (100%)	



### SEA URCHIN

WEAKNESSES	IMMUNITIES
Dagger, Staff, Fire, Light	Sleep, Confusion
ITEMS DROPPED	
Inspiring Plum (M) (30%)	



### CRIMSON URCHIN

WEAKNESSES	IMMUNITIES
Sword, Axe, Lightning, Dark	Sleep, Confusion
ITEMS DROPPED	
Energizing Pomegranate (M) (30%)	

\*1: Weak points alternate between three patterns: 1) axe, bow, wind; 2) sword, light; 3) spear, dagger, staff, fire.



## ◆◆ Travel Banter List ◆◆

## TRAVEL BANTER LIST

In Taverns or on the road, certain combinations of characters offer opportunities for Travel Banter, accessible with the + button. These aren't required to finish the main story, but they're certainly worth a watch.

## Travel Banter Layout

ERIC'S PATH											
TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	HA	OP	CY	TR
<input type="checkbox"/> Chapter 2: Olberic & Cyrus	So that is the famous	Victors Hollow: Arena	Start of Chapter 2—start of 2-1	•							•

**A MAIN STORY CHARACTER**

The main story point you need to read to trigger the Travel Banter. Most of these trigger during each character's main story, but the Tavern Banter only occurs in Taverns after one of the character's Chapter 4 story is finished.

**B TITLE**

Title of the Travel Banter.

**C FIRST LINE**

The first line of that Travel Banter chat. When the first line consists of ellipses ( . . . ), the subsequent line will be displayed.

**D LOCATION**

The area where the Travel Banter occurs.

**E TRIGGER TIMING**

The timing with which the Travel Banter occurs.

**F PARTICIPANTS**

Party members that participate in the Travel Banter. These characters must be in your party **E** while passing through **D**. Name abbreviations are as follows:

OL: OLBERIC  
H'A: H'AANIT

PR: PRIMROSE  
OP: OPHILIA

AL: ALFYN  
CY: CYRUS

TH: THERION  
TR: TRESSA

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## OLBERIC'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Olberic & Cyrus	So that is the famous Victors Hollow arena!	Victors Hollow: Arena Gate	Start of Chapter 2—start of 2-1	•						•	
<input type="checkbox"/> Chapter 2: Olberic & Primrose	What do you think of this Cecily woman?	Victors Hollow	View event at Victors Hollow—start of 2-3	•	•						
<input type="checkbox"/> Chapter 2: Olberic & Tressa	Just listen to those birds sing!	Victors Hollow: Arena Gate	2-4 cleared—start of 2-5	•							•
<input type="checkbox"/> Chapter 2: Olberic & H'aanit	... Tsk.	Victors Hollow: Arena Gate	2-5 cleared—start of 2-6	•				•			
<input type="checkbox"/> Chapter 2: Olberic & Ophilia	Why do I fight?	Victors Hollow: Arena Gate	2-9 cleared—start of 2-10	•					•		
<input type="checkbox"/> Chapter 2: Olberic & Alfyn	By the gods, Olberic, you're invincible—or near enough to be the same.	Victors Hollow: Arena Gate	2-11 cleared—start of 2-12	•		•					
<input type="checkbox"/> Chapter 2: Olberic & Therion	An old friend, eh?	Victors Hollow	2-12 cleared—start of 2-13	•			•				
<input type="checkbox"/> Chapter 3: Olberic & Cyrus	An oasis—the font of life in the arid waste of the desert.	Wellspring	3-3 cleared—start of 3-4	•						•	
<input type="checkbox"/> Chapter 3: Olberic & H'aanit	Lizardmen, I like them not ...	Wellspring	3-3 cleared—start of 3-4	•				•			
<input type="checkbox"/> Chapter 3: Olberic & Primrose	That gentleman in charge of the town's guard is quite something.	Western Wellspring Sands	3-5 cleared—start of 3-6	•	•						
<input type="checkbox"/> Chapter 3: Olberic & Alfyn	Olberic, your lordship.	Lizardmen's Den	3-5 cleared, spot Erhardt in Lizardmen's Den—start of 3-6	•		•					
<input type="checkbox"/> Chapter 3: Olberic & Ophilia	I pray that the merciful Flame grant peace to their souls ...	Lizardmen's Den	3-6 cleared—start of 3-7	•					•		
<input type="checkbox"/> Chapter 3: Olberic & Tressa	Hehe.	Wellspring	3-8 cleared—until you move areas	•							•
<input type="checkbox"/> Chapter 3: Olberic & Therion	So you've had your chat with him. Satisfied now?	Wellspring	3-8 cleared—until you move areas	•			•				
<input type="checkbox"/> Chapter 4: Olberic & Cyrus	The town is in turmoil, which is exactly what I'd expect after seeing the behavior of those charged with policing it.	Riverford	Start of Chapter 4—start of 4-1	•						•	
<input type="checkbox"/> Chapter 4: Olberic & Primrose	It's not every day you hear of a mercenary leader becoming a provincial lord.	Riverford	Start of Chapter 4—start of 4-1	•	•						
<input type="checkbox"/> Chapter 4: Olberic & Ophilia	Burning people at the stake? How horrible!	Riverford	4-1 cleared—start of 4-2	•					•		
<input type="checkbox"/> Chapter 4: Olberic & Alfyn	It's an evil thing, burnin' folk at the stake.	Riverford	4-1 cleared—start of 4-2	•		•					
<input type="checkbox"/> Chapter 4: Olberic & Therion	... So this is how Werner chooses to rule.	Lower Riverford	4-4 cleared—start of 4-5	•			•				
<input type="checkbox"/> Chapter 4: Olberic & H'aanit	... I do not like this.	Hidden Path to Lord's Manse	4-5 cleared—enter Lord's Manse	•				•			
<input type="checkbox"/> Chapter 4: Olberic & Tressa	Yahoo! Erhardt saved the day!	Lord's Manse	4-5 cleared—start of 4-6	•							•



## PRIMROSE'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Primrose & Ophilia	So you know that woman?	Stillsnow	2-1 cleared—start of 2-2		•				•		
<input type="checkbox"/> Chapter 2: Primrose & Tressa	Hey, Primrose? What's a brothel?	Stillsnow	2-2 cleared—start of 2-3		•						•
<input type="checkbox"/> Chapter 2: Primrose & Alfyn	Hm?	Stillsnow	2-2 cleared—start of 2-3		•	•					
<input type="checkbox"/> Chapter 2: Primrose & Cyrus	You dance beautifully.	Stillsnow	2-3 cleared—start of 2-5		•					•	
<input type="checkbox"/> Chapter 2: Primrose & Olberic	"Faith shall be your shield." A fine motto.	Road to the Obsidian Parlor	2-6 cleared—until you watch the event on the Secret Path	•	•						
<input type="checkbox"/> Chapter 2: Primrose & Therion	Why so grim?	Road to the Obsidian Parlor	2-6 cleared—until you watch the event on the Secret Path		•		•				
<input type="checkbox"/> Chapter 2: Primrose & H'aanit	Primrose, I wolde asken thee about that dagger.	Stillsnow	2-7 cleared—until you move areas		•			•			
<input type="checkbox"/> Chapter 3: Primrose & Tressa	So who's this Simeon guy?	East Noblecourt	Start of Chapter 3—start of 3-1		•						•



TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 3: Primrose & Cyrus	May I be so bold as to pry?	East Noblecourt	Start of Chapter 3-start of <b>3-1</b>		●					●	
<input type="checkbox"/> Chapter 3: Primrose & Ophilia	So this was where you were born and raised.	East Noblecourt	Start of Chapter 3-start of <b>3-1</b>		●				●		
<input type="checkbox"/> Chapter 3: Primrose & Olberic	Honor...	East Noblecourt	<b>3-1</b> cleared-start of <b>3-2</b>	●	●						
<input type="checkbox"/> Chapter 3: Primrose & Therion	Time for some breaking and entering.	East Noblecourt	<b>3-1</b> cleared-start of <b>3-2</b>		●		●				
<input type="checkbox"/> Chapter 3: Primrose & H'aanit	He was thy beloved father. Shalt thou not visit his grave?	Noblecourt	<b>3-3</b> cleared-move areas		●			●			
<input type="checkbox"/> Chapter 3: Primrose & Alfyn	Hey, Primrose?	Noblecourt	<b>3-3</b> cleared-move areas		●	●					
<input type="checkbox"/> Chapter 4: Primrose & Cyrus	Well, this is quite the mystery.	Everhold	Start of Chapter 4-start of <b>4-1</b>		●					●	
<input type="checkbox"/> Chapter 4: Primrose & Therion	How're you holding up?	Everhold	Start of Chapter 4-start of <b>4-1</b>		●		●				
<input type="checkbox"/> Chapter 4: Primrose & Tressa	I swear, who does that Simeon oaf think he is?	Everhold Amphitheatre	<b>4-1</b> cleared-until you view the event in the second-floor seats		●						●
<input type="checkbox"/> Chapter 4: Primrose & Ophilia	So this character's story, in the play...	Everhold Amphitheatre	<b>4-1</b> cleared-until you view the event in the second-floor seats		●				●		
<input type="checkbox"/> Chapter 4: Primrose & Olberic	Are you all right, Primrose?	Everhold Amphitheatre	After viewing the event in the second-floor seats-until you want the event in Amphitheatre: Balcony	●	●						
<input type="checkbox"/> Chapter 4: Primrose & H'aanit	Thou must be calm, Primrose.	Amphitheatre: Balcony	After viewing the event in Amphitheatre: Balcony-start of <b>4-2</b>		●			●			
<input type="checkbox"/> Chapter 4: Primrose & Alfyn	You all right, Primrose?	Amphitheatre: Balcony	After viewing the event in Amphitheatre: Balcony-start of <b>4-2</b>		●	●					



## ALFYN'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Alfyn & H'aanit	... Thou art good with children.	Goldshore	Start of Chapter 2-start of <b>2-1</b>			●		●			
<input type="checkbox"/> Chapter 2: Alfyn & Olberic	Your skill in brewing salves is most admirable.	Goldshore	<b>2-1</b> cleared-start of <b>2-2</b>	●		●					
<input type="checkbox"/> Chapter 2: Alfyn & Cyrus	You are devoted to your studies, indeed. Most admirable.	Goldshore	<b>2-2</b> cleared-start of <b>2-3</b>			●				●	
<input type="checkbox"/> Chapter 2: Alfyn & Tressa	It's beautiful, that shell.	Goldshore	<b>2-3</b> cleared-start of <b>2-4</b>			●					●
<input type="checkbox"/> Chapter 2: Alfyn & Therion	... What do you intend to do about that woman?	Goldshore	<b>2-7</b> cleared-start of <b>2-8</b>			●	●				
<input type="checkbox"/> Chapter 2: Alfyn & Primrose	Alfyn, are you crying?	Goldshore	<b>2-8</b> cleared-until you move areas		●	●					
<input type="checkbox"/> Chapter 2: Alfyn & Ophilia	Alfyn, sir, I wish to thank you.	Goldshore	<b>2-8</b> cleared-until you move areas			●			●		
<input type="checkbox"/> Chapter 3: Alfyn & Tressa	Why, I never!	Saintsbridge	Start of Chapter 3-start of <b>3-1</b>			●					●
<input type="checkbox"/> Chapter 3: Alfyn & Therion	Headed for the alehouse?	Saintsbridge	Start of Chapter 3-start of <b>3-1</b>			●	●				
<input type="checkbox"/> Chapter 3: Alfyn & Ophilia	Perhaps I could take care of Miguel in your stead?	Saintsbridge	Start of Chapter 3-start of <b>3-1</b>			●			●		
<input type="checkbox"/> Chapter 3: Alfyn & Cyrus	I'm not gonna give up that easy, that's for sure!	Saintsbridge: Upstream	<b>3-1</b> cleared-start of <b>3-2</b> or <b>3-3</b>			●				●	
<input type="checkbox"/> Chapter 3: Alfyn & Primrose	What's the matter, Primrose?	Saintsbridge: Upstream	<b>3-4</b> cleared-start of <b>3-5</b>		●	●					
<input type="checkbox"/> Chapter 3: Alfyn & H'aanit	Now where did Miguel head off to?	Saintsbridge	<b>3-5</b> cleared-start of <b>3-6</b>			●		●			
<input type="checkbox"/> Chapter 3: Alfyn & Olberic	Gods damn it all!	Saintsbridge	<b>3-6</b> cleared-start of <b>3-7</b>	●		●					
<input type="checkbox"/> Chapter 4: Alfyn & Tressa	Say, Alfyn?	Orewell	Start of Chapter 4-start of <b>4-1</b>			●					●
<input type="checkbox"/> Chapter 4: Alfyn & Cyrus	You've been most industrious, my young friend.	Orewell	Start of Chapter 4-start of <b>4-1</b>			●				●	
<input type="checkbox"/> Chapter 4: Alfyn & Primrose	I must say, Alfyn...	Orewell	<b>4-1</b> cleared-start of <b>4-2</b>		●	●					
<input type="checkbox"/> Chapter 4: Alfyn & Olberic	... But I wonder why...	Orewell	<b>4-2</b> cleared-start of <b>4-3</b>	●		●					
<input type="checkbox"/> Chapter 4: Alfyn & Ophilia	Alfyn! I've drawn you a bath!	Orewell	<b>4-2</b> cleared-start of <b>4-3</b>			●			●		
<input type="checkbox"/> Chapter 4: Alfyn & Therion	Well you're looking more chipper.	Orewell	<b>4-4</b> cleared-start of <b>4-5</b>			●	●				
<input type="checkbox"/> Chapter 4: Alfyn & H'aanit	So thou owest this man a debt.	Orewell	<b>4-6</b> cleared-start of <b>4-7</b>			●		●			



## THERION'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Therion & Tressa	So, Therion. Do you really think we'll find the dragonstone here?	Noblecourt	Start of Chapter 2-start of <b>2-1</b>				●				●
<input type="checkbox"/> Chapter 2: Therion & Olberic	Tell me. How would you get into this building?	Noblecourt	<b>2-1</b> cleared-start of <b>2-2</b>	●			●				
<input type="checkbox"/> Chapter 2: Therion & Primrose	... Not a bad crowd, if I say so myself.	East Noblecourt	<b>2-2</b> cleared-start of <b>2-3</b>		●		●				
<input type="checkbox"/> Chapter 2: Therion & H'aanit	So. How dost thou propose to getten water from that merchant?	Noblecourt	<b>2-4</b> cleared-start of <b>2-5</b>				●	●			
<input type="checkbox"/> Chapter 2: Therion & Alfyn	Stealin' here, stealin' there, stealin' pretty much everywhere...	Noblecourt	<b>2-8</b> cleared-start of <b>2-9</b>			●	●				
<input type="checkbox"/> Chapter 2: Therion & Cyrus	I swear, scholars have to be some of the most pigheaded folk around.	Noblecourt	<b>2-10</b> cleared-start of <b>2-11</b>				●			●	
<input type="checkbox"/> Chapter 2: Therion & Ophilia	So that is a dragonstone. Why, it's so beautiful...	Bolderfall	<b>2-12</b> cleared-until you move areas				●		●		
<input type="checkbox"/> Chapter 3: Therion & Tressa	A black market! I bet it's filled with all kinds of... questionable treasures!	Wellspring	<b>3-2</b> cleared-start of <b>3-3</b>				●				●
<input type="checkbox"/> Chapter 3: Therion & Cyrus	Something eating at you, Professor? You're looking all furrow-browed today.	Wellspring	<b>3-2</b> cleared-start of <b>3-3</b>				●			●	
<input type="checkbox"/> Chapter 3: Therion & H'aanit	... What is it?	Wellspring	<b>3-3</b> cleared-start of <b>3-4</b>				●	●			
<input type="checkbox"/> Chapter 3: Therion & Primrose	Tell me, Master Thief. How do you plan on getting in?	Southern Wellspring Sands	<b>3-4</b> cleared-start of <b>3-5</b> or <b>3-6</b>		●		●				
<input type="checkbox"/> Chapter 3: Therion & Alfyn	Aw, shucks... we're fallin' behind!	Black Market	View the event at the Black Market or Southern Wellspring Sands-start of <b>3-8</b>			●	●				
<input type="checkbox"/> Chapter 3: Therion & Ophilia	Errm... Therion?	Black Market	<b>3-8</b> cleared-until you view the event at the center of the Black Market				●		●		
<input type="checkbox"/> Chapter 3: Therion & Olberic	Who is this man Danus, anyhow?	Black Market	View event at the center of the Black Market-start of <b>3-9</b>	●			●				
<input type="checkbox"/> Chapter 4: Therion & Tressa	You sure like your alehouses--don't you, Therion?	Northreach	Start of Chapter 4-start of <b>4-1</b>				●				●
<input type="checkbox"/> Chapter 4: Therion & Alfyn	So now you're a wanted man... ah, Therion?	Northreach	Start of Chapter 4-start of <b>4-1</b>			●	●				
<input type="checkbox"/> Chapter 4: Therion & Olberic	... Yeah? You look like you want to say something.	Northreach	<b>4-2</b> cleared-start of <b>4-3</b>	●			●				
<input type="checkbox"/> Chapter 4: Therion & Ophilia	Therion. You have borne a heavy burden...	Northreach	<b>4-2</b> cleared-start of <b>4-3</b>				●		●		
<input type="checkbox"/> Chapter 4: Therion & H'aanit	In nature, there existeth many kinds of mimics.	Northreach	<b>4-5</b> cleared-arrival at Lorn Cathedral: Cellars				●	●			
<input type="checkbox"/> Chapter 4: Therion & Cyrus	For an organization, they are really most... disorganized.	Lorn Cathedral: Cellars	Arrival at Lorn Cathedral: Cellars-start of <b>4-6</b>				●			●	
<input type="checkbox"/> Chapter 4: Therion & Primrose	Another star turn by our master thief.	Lorn Cathedral: Cellars	Arrival at Lorn Cathedral: Cellars-start of <b>4-6</b>		●		●				



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TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: H'aanit & Cyrus	Whyever didst Hagen reacten in such a manner?	Stonegard	2-1 cleared-start of 2-2					●		●	
<input type="checkbox"/> Chapter 2: H'aanit & Primrose	The sheer nerve of that man!	Stonegard	2-2 cleared-start of 2-3		●			●			
<input type="checkbox"/> Chapter 2: H'aanit & Tressa	So Master Z'aanta's like a father to you.	Stonegard Valleys	2-3 cleared-start of 2-4					●			●
<input type="checkbox"/> Chapter 2: H'aanit & Therion	... So. You know where to go next.	Spectrewood Path	2-6 cleared-start of 2-7				●	●			
<input type="checkbox"/> Chapter 2: H'aanit & O'beric	Your master is an impressive man.	Stonegard Heights	2-7 cleared-start of 2-8	●				●			
<input type="checkbox"/> Chapter 2: H'aanit & Ophilia	I've heard much of this Eliza.	Stonegard Valleys	2-8 cleared-start of 2-9					●	●		
<input type="checkbox"/> Chapter 2: H'aanit & Alfyn	Hey, H'aanit.	Stonegard	2-9 cleared-until you move areas			●		●			
<input type="checkbox"/> Chapter 3: H'aanit & Ophilia	Linde is popular with children, isn't she?	Stillsnow	Start of Chapter 3-start of 3-1					●	●		
<input type="checkbox"/> Chapter 3: H'aanit & Therion	So what's the plan? Something tells me a simple "pretty please" isn't going to work.	Stillsnow	3-1 cleared-start of 3-2				●	●			
<input type="checkbox"/> Chapter 3: H'aanit & Cyrus	Why, and I thought Herb-of-grace was gone from this world!	Stillsnow	3-2 cleared-viewing the event at the Whitewood					●		●	
<input type="checkbox"/> Chapter 3: H'aanit & Tressa	Wow! Would you look at that!? Snow and ice, as far as the eye can see!	The Whitewood	Arrival at Whitewood-start of 3-3					●			●
<input type="checkbox"/> Chapter 3: H'aanit & O'beric	So ... a dragon.	Stillsnow	3-3 cleared-start of 3-4	●				●			
<input type="checkbox"/> Chapter 3: H'aanit & Primrose	Hehe, how charming ...	Stillsnow	3-3 cleared-start of 3-4		●			●			
<input type="checkbox"/> Chapter 3: H'aanit & Alfyn	Wow ... shucks.	Stillsnow	3-4 cleared-start of 3-5			●		●			
<input type="checkbox"/> Chapter 4: H'aanit & Tressa	W-we made it ... Water ... I need water!	Marsalim	Start of Chapter 4-start of 4-1					●			●
<input type="checkbox"/> Chapter 4: H'aanit & Cyrus	So this is Marsalim. Yes ... yes, it is just as I expected.	Marsalim	Start of Chapter 4-start of 4-1					●		●	
<input type="checkbox"/> Chapter 4: H'aanit & Ophilia	According to Eliza, the king's soldiers are bound for the dungeon where Redeye is lurking.	Marsalim	4-1 cleared-start of 4-2					●	●		
<input type="checkbox"/> Chapter 4: H'aanit & O'beric	Thou lookest deep in thought.	Marsalim Palace	4-2 cleared-start of 4-3	●				●			
<input type="checkbox"/> Chapter 4: H'aanit & Therion	"Betrayst not the trust of others," eh?	Marsalim Palace	4-2 cleared-start of 4-3				●	●			
<input type="checkbox"/> Chapter 4: H'aanit & Primrose	Say, H'aanit ... ?	Grimsand Ruins	4-3 cleared-start of 4-4		●			●			
<input type="checkbox"/> Chapter 4: H'aanit & Alfyn	You can do it, H'aanit! Don't let those men's sacrifice be in vain!	Grimsand Ruins	4-3 cleared-start of 4-4			●		●			



## OPHILIA'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Ophilia & Cyrus	What's the matter, Professor? You look agitated.	Saintsbridge: Cathedral	Start of Chapter 2-start of 2-1						●	●	
<input type="checkbox"/> Chapter 2: Ophilia & Alfyn	You can find lots of rare plants and herbs in these lands.	Saintsbridge: Upstream	Start of Chapter 2-start of 2-1			●			●		
<input type="checkbox"/> Chapter 2: Ophilia & Primrose	So, that brooch was an heirloom from the child's mother.	Saintsbridge: Upstream	2-1 cleared-start of 2-2		●				●		
<input type="checkbox"/> Chapter 2: Ophilia & Tressa	Hmmmm ...	Saintsbridge: Upstream	2-2 cleared-start of 2-3						●		●
<input type="checkbox"/> Chapter 2: Ophilia & H'aanit	A dog with a brooch in its jaws? That could be it.	Saintsbridge: Upstream	2-4 cleared-start of 2-5					●	●		
<input type="checkbox"/> Chapter 2: Ophilia & Therion	You're very quiet, Therion.	Saintsbridge: Upstream	2-5 cleared-head toward Saintsbridge: Cathedral				●		●		
<input type="checkbox"/> Chapter 2: Ophilia & O'beric	Children can take you by surprise. We oft forget what they are capable of.	Saintsbridge	View the event at Saintsbridge: Cathedral-move to another area	●					●		
<input type="checkbox"/> Chapter 3: Ophilia & Tressa	This Kindling Ceremony sure seems like a big deal in the church.	Goldshore	Start of Chapter 3-head toward Goldshore Cathedral						●		●
<input type="checkbox"/> Chapter 3: Ophilia & H'aanit	I wolde know more of this man, to whom thou spokest earlier.	Goldshore	Start of Chapter 3-head toward Goldshore Cathedral					●	●		
<input type="checkbox"/> Chapter 3: Ophilia & Cyrus	I wonder where that child could have gone ...	Goldshore Manor District	View event in Goldshore Cathedral 3-1						●	●	
<input type="checkbox"/> Chapter 3: Ophilia & Therion	That priest is definitely hiding something.	Goldshore Manor District	View event in Goldshore Cathedral 3-1				●		●		
<input type="checkbox"/> Chapter 3: Ophilia & Alfyn	Hey, Ophilia. I owe you a thanks.	Goldshore Cathedral	3-3 cleared-view event at Seaside Grotto			●			●		
<input type="checkbox"/> Chapter 3: Ophilia & Primrose	Is something troubling you, Primrose?	Goldshore	3-5 cleared-start of 3-6		●				●		
<input type="checkbox"/> Chapter 4: O'beric & Ophilia	(Oh, Lianna, why?)	Goldshore	3-6 cleared-until you move areas	●					●		
<input type="checkbox"/> Chapter 4: Ophilia & Therion	I've seen friendlier faces in prison.	Wispermill	Start of Chapter 4-start of 4-1				●		●		
<input type="checkbox"/> Chapter 4: Ophilia & Primrose	Now this isn't right. Shutting up pretty girls in a miserable place like this.	Wispermill	4-1 cleared-start of 4-2		●				●		
<input type="checkbox"/> Chapter 4: Ophilia & H'aanit	We have to hurry and help Lianna.	Wispermill	4-1 cleared-start of 4-2					●	●		
<input type="checkbox"/> Chapter 4: Ophilia & Tressa	Ophilia ...	Wispermill	4-2 cleared-start of 4-3						●		●
<input type="checkbox"/> Chapter 4: Ophilia & Alfyn	It's like you said, Ophilia.	Wispermill	4-2 cleared-start of 4-3			●			●		
<input type="checkbox"/> Chapter 4: Ophilia & O'beric	Is something troubling you, O'beric?	Wispermill	4-3 cleared-start of 4-4	●					●		
<input type="checkbox"/> Chapter 4: Ophilia & Cyrus	So it's into the cave we go. I wonder what's inside?	Wispermill	4-3 cleared-start of 4-4						●	●	



## CYRUS'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Cyrus & Ophilia	Professor, may I ask what the letter was about? It seemed most engrossing.	Quarrycrest	Start of Chapter 2-start of 2-1						●	●	
<input type="checkbox"/> Chapter 2: Cyrus & Primrose	So, Professor. Think you can solve the puzzle?	Quarrycrest	2-1 cleared-start of 2-5		●					●	
<input type="checkbox"/> Chapter 2: Cyrus & Tressa	Er, Professor?	Quarrycrest	2-5 cleared-until reaching the sewers							●	●
<input type="checkbox"/> Chapter 2: Cyrus & Therion	It looks like someone's been coming in and out of these sewers.	Sewers	Arrival at the sewers-start of 2-6				●			●	
<input type="checkbox"/> Chapter 2: Cyrus & H'aanit	I care not to boast ... but I have experience in hunting wild goats.	Quarrycrest	2-6 cleared-start of 2-7					●		●	
<input type="checkbox"/> Chapter 2: Cyrus & Alfyn	Alfyn, my friend. You seem ... melancholy.	Quarrycrest	2-6 cleared-start of 2-7			●				●	
<input type="checkbox"/> Chapter 2: Cyrus & O'beric	Is something troubling you, my friend? You suddenly have a worried look about you.	Quarrycrest	2-7 cleared-until you move areas	●						●	
<input type="checkbox"/> Chapter 3: Cyrus & O'beric	Take care, Scholar.	Stonegard	Start of Chapter 3-start of 3-1	●						●	
<input type="checkbox"/> Chapter 3: Cyrus & H'aanit	He refuseth to talken to thee.	Stonegard	3-2 cleared-start of 3-6					●		●	
<input type="checkbox"/> Chapter 3: Cyrus & Therion	So you were refused.	Stonegard	3-2 cleared-start of 3-6				●			●	



# ◆ Cyrus Cont'd

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 3: Cyrus & Tressa	Can I ask you a question, Professor?	Stonegard	<b>3-7</b> cleared-start of <b>3-8</b>							●	●
<input type="checkbox"/> Chapter 3: Cyrus & Alfyn	I won't let him get away with this!	Yvon's Birthplace, Yvon's Cellar	<b>3-9</b> cleared-start of <b>3-10</b>			●				●	
<input type="checkbox"/> Chapter 3: Cyrus & Primrose	Therese seems like a good girl.	Stonegard	<b>3-10</b> cleared-start of <b>3-11</b>		●					●	
<input type="checkbox"/> Chapter 3: Cyrus & Ophilia	Professor, that monster ...	Stonegard	<b>3-11</b> cleared-until you move areas						●	●	
<input type="checkbox"/> Chapter 4: Cyrus & H'aanit	So our journey brings us to Duskbarrow.	Duskbarrow	Start of Chapter 4-start of <b>4-2</b>					●		●	
<input type="checkbox"/> Chapter 4: Cyrus & Therion	Color me impressed, Professor.	Duskbarrow	<b>4-2</b> cleared-view event near the Ruins of Eld mural				●			●	
<input type="checkbox"/> Chapter 4: Cyrus & Alfyn	Would you help me satisfy my curiosity, Alfyn?	Duskbarrow	<b>4-2</b> cleared-view event near the Ruins of Eld mural			●				●	
<input type="checkbox"/> Chapter 4: Cyrus & Primrose	Those paintings scare me.	Ruins of Eld	View event at Ruins of Eld mural-view event at Ruins of Eld library		●					●	
<input type="checkbox"/> Chapter 4: Cyrus & Ophilia	Did you learn anything about those wall paintings?	Ruins of Eld	View event at Ruins of Eld mural-view event at Ruins of Eld library						●	●	
<input type="checkbox"/> Chapter 4: Cyrus & Olberic	Are these tomes really worth so much?	Ruins of Eld	View event at Ruins of Eld library-start <b>4-3</b>	●						●	
<input type="checkbox"/> Chapter 4: Cyrus & Tressa	Professor?	Ruins of Eld	View event at Ruins of Eld library-start <b>4-3</b>							●	●



## TRESSA'S PATH

TITLE	FIRST LINE	LOCATION	TRIGGER TIMING	PARTICIPANTS							
				OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Chapter 2: Tressa & H'aanit	This smells like trade, I say!	Quarrycrest Mines	Start of Chapter 2-start of <b>2-1</b>					●			●
<input type="checkbox"/> Chapter 2: Tressa & Cyrus	A skystone, eh? A significant discovery, to be sure.	Quarrycrest	<b>2-2</b> cleared-start of <b>2-4</b>							●	●
<input type="checkbox"/> Chapter 2: Tressa & Primrose	Grrr ...	Quarrycrest	<b>2-4</b> cleared-start of <b>2-5</b>		●						●
<input type="checkbox"/> Chapter 2: Tressa & Ophilia	This Alf fellow seems rather good at this ...	Quarrycrest	<b>2-4</b> cleared-start of <b>2-5</b>						●		●
<input type="checkbox"/> Chapter 2: Tressa & Olberic	How low can you get? I won't stand for this!	Quarrycrest	<b>2-5</b> cleared-start of <b>2-6</b>	●							●
<input type="checkbox"/> Chapter 2: Tressa & Therion	Are you going to help Alf?	Quarrycrest	<b>2-5</b> cleared-start of <b>2-6</b>				●				●
<input type="checkbox"/> Chapter 2: Tressa & Alfyn	Aw, shucks ... Ain't that nice?	Quarrycrest	<b>2-6</b> cleared-until you move areas			●					●
<input type="checkbox"/> Chapter 3: Tressa & Ophilia	Tressa, whatever could this pirate treasure be?	Victors Hollow	Start of Chapter 3-start of <b>3-1</b>						●		●
<input type="checkbox"/> Chapter 3: Tressa & Therion	... You really want that map, don't you?	Victors Hollow	<b>3-1</b> cleared-start of <b>3-2</b>				●				●
<input type="checkbox"/> Chapter 3: Tressa & H'aanit	A shield for a map, is it ... ?	Victors Hollow	<b>3-3</b> cleared-start of <b>3-4</b>					●			●
<input type="checkbox"/> Chapter 3: Tressa & Olberic	So they were friends, I see ...	Victors Hollow	<b>3-4</b> cleared-start of <b>3-5</b>	●							●
<input type="checkbox"/> Chapter 3: Tressa & Cyrus	Eldrite, the one of legend.	Victors Hollow	<b>3-4</b> cleared-start of <b>3-5</b>							●	●
<input type="checkbox"/> Chapter 3: Tressa & Primrose	Quite a treasure, indeed.	Victors Hollow	<b>3-6</b> cleared-until you move areas		●						●
<input type="checkbox"/> Chapter 3: Tressa & Alfyn	... Thanks?	Victors Hollow	<b>3-6</b> cleared-until you move areas			●					●
<input type="checkbox"/> Chapter 4: Tressa & Cyrus	The Wyndham family ... But of course they'd come to the Fair.	Grandport	Start of Chapter 4-start of <b>4-2</b>							●	●
<input type="checkbox"/> Chapter 4: Tressa & Ophilia	May the Flame shine its warmth upon her ...	Grandport	Start of Chapter 4-start of <b>4-2</b>						●		●
<input type="checkbox"/> Chapter 4: Tressa & H'aanit	This place is a dream come true! There's treasure as far as the eye can see!	Grandport Markets	Start of Chapter 4-start of <b>4-2</b>					●			●
<input type="checkbox"/> Chapter 4: Tressa & Therion	Taking it all in?	Grandport Markets	Start of Chapter 4-start of <b>4-2</b>				●				●
<input type="checkbox"/> Chapter 4: Tressa & Alfyn	Aw, shucks ... Ain't that nice?	Grandport Bazaar	<b>4-4</b> cleared-start of <b>4-5</b>			●					●
<input type="checkbox"/> Chapter 4: Tressa & Olberic	Do you think he'll be alright?	Grandport Sewers	<b>4-4</b> cleared-start of <b>4-5</b>	●							●
<input type="checkbox"/> Chapter 4: Tressa & Primrose	Are you nervous? Because you look it.	Grandport Bazaar	<b>4-5</b> cleared-start of <b>4-6</b>		●						●



## TAVERN BANTER

TITLE	FIRST LINE	TRIGGER TIMING	PARTICIPANTS							
			OL	PR	AL	TH	H'A	OP	CY	TR
<input type="checkbox"/> Let's Play a Game	What are you two doing? Are those cards?	<p>After clearing any character's Chapter 4 and moving around the map a certain amount, add participating members to your party and enter the Tavern.</p> <p>(If you fulfill conditions for several Tavern Banter moments at once, they will trigger in the order shown on the list.)</p>						●	●	●
<input type="checkbox"/> Fears and Aversions	Oh no ...		●						●	●
<input type="checkbox"/> Rituals and Superstitions	So what's with the two rings on your necklace, H'aanit?					●	●	●		
<input type="checkbox"/> Culinary Competence	Why, fresh-baked bread! Mm-mmm ... Delicious!						●	●	●	
<input type="checkbox"/> I'll Take That!	Say, Sir Olberic, about that thing on your arm ...		●	●						●
<input type="checkbox"/> My Aching Back ...	Ughh ...		●	●	●					
<input type="checkbox"/> Potent Potables	Ahhh ... Now that's the best drink I've had in a long time!			●	●	●				
<input type="checkbox"/> To Err Is Human	I've got a question. Are you any good at writin' letters?				●	●	●			
<input type="checkbox"/> Wedding Bells	There was quite a crowd here before. Whatever was the occasion?		●		●			●		
<input type="checkbox"/> Heart of a Maiden	... Cyrus. You really could stand to learn a thing or two about the hearts of women.			●		●			●	
<input type="checkbox"/> A Lesson in Swordplay	Tell me, Olberic. How do you keep your skills as sharp as you do?		●			●		●		
<input type="checkbox"/> Strategy and Tactics	Cyrus. What in the hells were you thinking out there?		●			●			●	
<input type="checkbox"/> A Business Proposal	Hehe, not bad, eh?				●		●			●
<input type="checkbox"/> Shall We Dance?	Ah, how relaxing. A fine tavern, wouldn't you say?			●			●		●	
<input type="checkbox"/> Fashionable Medicine	Oh no ...				●			●		●
<input type="checkbox"/> Animal Companions	Hey, H'aanit. You've got a cute pet there.			●			●			●
<input type="checkbox"/> For Women's Ears Only	I think it's fascinating how we managed to find each other in this great, big world.		●		●	●			●	
<input type="checkbox"/> Four Talents	Where did Linde get to, H'aanit?			●		●	●		●	
<input type="checkbox"/> Four Personalities	Hmm ...		●		●			●		●
<input type="checkbox"/> A Drinking Contest	That should do 'er! Now the ale's ready for drinkin'!			●			●	●		●





MAP

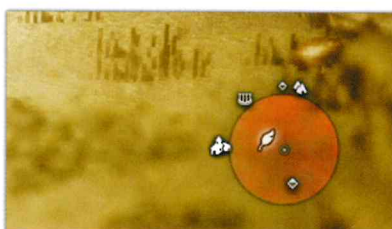


# MAP DATA

This section shows all map data for the vast continent of Orsterra.  
First, check out the subsections "Encountering Enemies in the Field" and "Map Data Layout."

## Encountering Enemies in the Field

Outside of battles caused by Path Actions and story events, you encounter enemies as you move through dungeons and overworld areas outside of towns. The longer you move through the overworld, the more likely such encounters are to occur, and dashing increases the encounter rate even further. On rare occasions, you can encounter monsters called Caits who drop tons of EXP, JP, and leaves.



▲ The radar to the lower-right turns red when you dash, increasing the rate of enemy encounters.



▲ Caits are hard to hit with physical attacks and run away quickly. Concentrate your elemental attacks on it to win.

### RARE CAIT MONSTERS

Cait			
WEAKNESSES		IMMUNITIES	
Sword, Dagger, Axe, Staff		Sleep, Confusion	
EXP	JP	LEAVES	ITEMS DROPPED
1,000	150	3,000	Revitalizing Jam (1%)

Cultured Cait			
WEAKNESSES		IMMUNITIES	
Sword, Dagger, Axe, Staff		Sleep, Confusion	
EXP	JP	LEAVES	ITEMS DROPPED
200	400	3,000	Revitalizing Jam (2%)

Chubby Cait			
WEAKNESSES		IMMUNITIES	
Sword, Dagger, Axe, Staff		Sleep, Confusion	
EXP	JP	LEAVES	ITEMS DROPPED
2,000	1,000	50,000	Revitalizing Jam (3%)

## Obtaining Jobs and Shrines

In dungeons called "Shrine of the \_\_\_\_," inspecting the altar within will grant you the corresponding job (page 116). There are twelve shrines in all, of which eight offer their jobs simply by examining the altars, so be sure to stop by any you pass on your journey.

The other four altars pit you against powerful foes who act as guardians for their respective jobs. These bosses are difficult to defeat with a party under level 50, so best avoid taking on these trials recklessly.

### SHRINE ENEMIES FOUGHT (& JOBS OBTAINED)

Balogar (Runelord)	
Location: Shrine of the Runeblade (P. 56)	
Balogar wields different runes that inflict status ailments and debuffs, so use Rehabilitate to counteract their effects. Some of his weaknesses are locked at the start of battle, but they all unlock once his health drops to half.	
WEAKNESSES	IMMUNITIES
Dagger, Axe, Bow, Light, Darkness	Sleep, Confusion
ITEMS DROPPED	
Refreshing Jam (100%)	

Steorra (Starseer)	
Location: Shrine of the Starseer (P. 103)	
Steorra's Wandering Star and Lost Star inflict damage and confusion, but Restore Balance is even more insidious, removing buffs on your party and preventing further buffs for some turns. Heal religiously, waiting for an opportunity to Break her and deal a ton of damage in one go.	
WEAKNESSES	IMMUNITIES
Sword, Dagger, Fire, Ice, Lightning *1	Sleep, Confusion
ITEMS DROPPED	
Refreshing Jam (100%)	

Dreisang (Sorcerer)	
Location: Shrine of the Archmagus (P. 88)	
Dreisang dishes out elemental attacks, nullifies party buffs with Divine Majesty, and buffs his own abilities with Might of the Archmagus. Use equipment support abilities to raise your party's HP, so as not to be wiped out with a single strike.	
WEAKNESSES	IMMUNITIES
Sword, Spear, Axe, Lightning, Light *2	Sleep, Confusion
ITEMS DROPPED	
Refreshing Jam (100%)	

Winnehild (Warmaster)	
Location: Shrine of the Warbringer (P. 72)	
Winnehild uses a myriad of physical attacks, and at low HP she takes six actions per turn. Keeping damage to a minimum with Mole Dance and Shackle Foe should give you a leg up in the fight, so we recommend bringing these abilities into battle.	
WEAKNESSES	IMMUNITIES
Staff, Ice, Wind, Darkness *3	Sleep, Confusion
ITEMS DROPPED	
Refreshing Jam (100%)	

\*1: Weaknesses change to one of these patterns after recovering from Break: 1) dark, 2) spear, bow, fire, ice; 3) sword, dagger, thunder, wind.

\*2: Weaknesses change after recovering from Break: 1) sword, thunder, wind; 2) bow, light, dark; 3) dagger, fire, ice.

\*3: Before using Wary Cry, weaknesses change to sword, fire, lightning, light.





#### A WORLD MAP LOCATION

The map shown offers the general position of a location relative to other places on the map. The image on the upper-left side depicts its position on the world map.

#### B REGION NAME

The name of the map and regions written on the page. The icon to the right of the region name show the character whose story starts in that region.

#### C MAP INFORMATION

Detailed map information. The icons are explained on the right.

#### D AVAILABLE ITEMS

A list of items you can obtain on that map. Locations you can obtain said items are portrayed with Map Information icons. Items with a townspeople icon like **A-01** before their names appear at the location indicated by its Map Information icon after getting information from that townspeople through Inquire or Scrutinize.

#### E SHOP DATA

Shops available on the map and their merchandise. The values shown are purchase costs. When something like (additional information **A-01**) is after the shop name, items on the list in **red text** are added to the shop's lineup after getting info from the corresponding townspeople through Inquire or Scrutinize.

#### F ENEMY LIST

Data on enemies that appear on the map. The meaning of each section is as follows:

#### SECTION MEANINGS

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Rat			Sword, Dagger, Bow, Light	—	Healing Grass (10%)

**a NAME** ..... An enemy's name.

**b APPEARANCE PROGRESS** ..... Point or progression where the enemy starts appearing. Refer to page 11 for detail on the progression point system.

**c HP** ..... Said enemy's HP.

**d WEAKNESSES AND IMMUNITIES** ..... An enemy's weapon weaknesses and status ailment immunities. Weapons/attacks shown are effective. Status ailments shown are ineffective. The meaning of each is listed below:

SWORD, SPEAR, DAGGER, AXE, BOW, STAFF,  
FIRE, ICE, LIGHTNING, WIND, LIGHT, DARKNESS,  
POISON, BLINDNESS, CONFUSION, SLEEP

**e ITEMS DROPPED** ..... Item(s) held by the enemy. They can be stolen or received as a drop upon defeat at the rate indicated in parentheses.

#### ICON MEANING

**A (1)** ..... Treasure chests. Items can be found within. Icons like **A (1)** in parentheses indicate the chest is inside the nearest building.

**A (1)** ..... Locked treasure chests that can be opened with Therion's Pick Lock talent. Icons like **A (1)** in parentheses indicate the chest is inside the nearest building.

**A (1)** ..... Hidden items discovered through Inquire or Scrutinize. Icons like **A (1)** in parentheses indicate the chest is inside the nearest building.

**Save Point** ..... Save Point.

**I** ..... Inn.

**P** ..... Provisioner.

**A** ..... Armorer.

**GS** ..... General Store.

**TP** ..... Traveling Peddler.

**T** ..... Tavern, or the Tavern Keeper.

**A-01** ..... Townspeople and their approximate locations. Names and Path Actions that affect them are detailed in the Townspeople Data section. Icons like **A-02/03** and **A-04 to A-06** indicate areas with multiple townspeople; icons like **A-07** in parentheses indicate them being in a building; and orange icons like **A-08** indicate townspeople that trigger side stories (page 34).

**TO SOUTHERN SUNSHADE SANDS (P. 60)** ..... Map connectors.

**BOSS HELGENISH (SEE P. 21)** ..... Locations of main story and side story bosses.

**Temporary roadblocks** ..... Temporary roadblocks. Certain areas get closed off based on main story progression.

**OLBERIC'S STARTING LOCATION (NONPROTAGONIST)** ..... Protagonist starting area.

**ONLY DURING OLBERIC'S CHAPTER 1 —CAN REST IN THE BED FOR FREE.** ..... Supplemental information

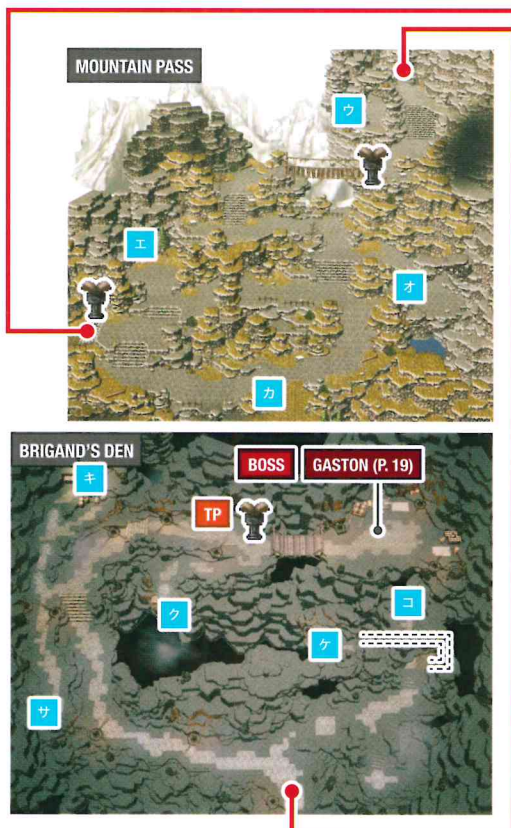
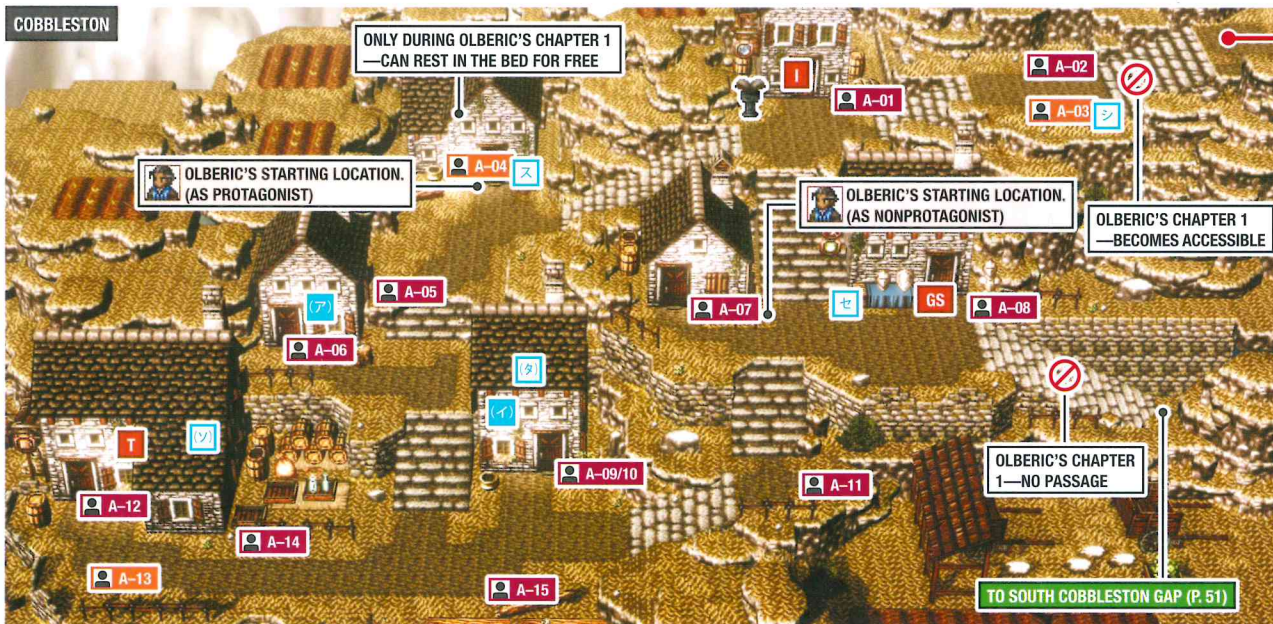
..... Hidden paths.

..... Passages on the map that may be hard to see.





## Cobbleston, Mountain Pass & Brigand's Den



### AVAILABLE ITEMS

(ア)	Captain's Sword
(イ)	Healing Grape
ウ	Old Coin
エ	Healing Grape
オ	Light Soulstone
カ	Inspiring Plum
キ	Copper Lantern
ク	Inspiring Plum
ケ	Black Cap
コ	Healing Grape
サ	Fire Soulstone
シ	A-07 Candy
ス	A-08 Olive of Life
セ	A-02 Purifying Seed
(ソ)	A-12 Arcane Bow
(タ)	A-09 War Lance

### SHOP DATA

#### GS GENERAL STORE (ADDITIONAL INFO A-01)

ITEM NAME	VALUE
Iron Sword	800
Greatsword	7,500
War Spear	1,400
Arcane Knife	2,200
Round Shield	600
Tower Shield	14,400
Bronze Helm	840
Sturdy Helm	1,680
Bronze Armor	1,200
Silver Vest	4,160
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Clamor	30
Herb of Awakening	30
Herb of Revival	30
Soothing Seed	5
Essence of Grape	40

#### TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

### ENEMY LIST (MOUNTAIN PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratkin I	0	368	Sword, Dagger, Bow, Light	—	Healing Grape Bunch (10%)
Highland Ratkin II	0	380	Sword, Dagger, Bow, Light	—	Essence of Grape (30%)
Highland Ratkin III	4	773	Spear, Bow, Darkness	—	Inspiring Plum Basket (7%)
Rockadillo	0	350	Sword, Axe, Darkness	—	Essence of Grape (30%)
Giant Falcon	0	298	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (30%)
Dread Falcon	4	504	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (35%)
Highland Goat	6	1,436	Sword, Spear, Light	—	Olive Bloom (30%)

### ENEMY LIST (BRIGAND'S DEN)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Brigand I	0	385	Sword, Dagger, Wind, Darkness	—	Empty Coin Pouch (4%)
Brigand II	0	405	Sword, Dagger, Wind, Darkness	—	Empty Coin Pouch (4%)
Brigand III	4	742	Sword, Dagger, Lightning, Darkness	—	Empty Coin Pouch (8%)
Highland Ratkin I	*1	368	Sword, Dagger, Bow, Light	—	Healing Grape Bunch (10%)
Highland Ratkin II	2	380	Sword, Dagger, Bow, Light	—	Essence of Grape (30%)
Highland Ratkin III	4	773	Spear, Bow, Darkness	—	Inspiring Plum Basket (7%)
Scaled Viper	0	385	Spear, Axe, Darkness	—	Herb of Healing (10%)
Dread Viper	4	831	Spear, Axe, Darkness	—	Herb of Healing (15%)
Black Bat	0	349	Spear, Dagger, Bow, Ice	—	Curious Bloom (20%)
Shadow Bat	4	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)

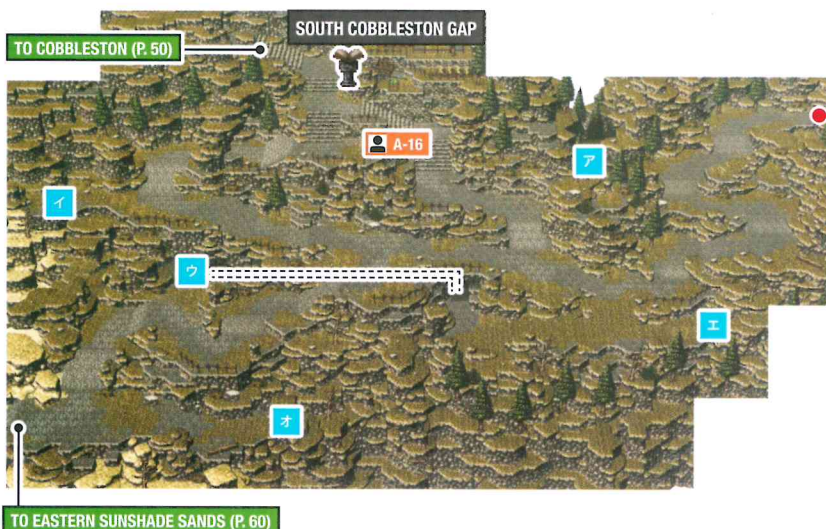
\*1: Appears with 0-1 progression points.





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## South Cobbleston Gap, North Cobbleston Gap & Untouched Sanctum



### AVAILABLE ITEMS

ア	Olive of Life
イ	Herb of Clamor
ウ	1,000 leaves
エ	Healing Grape
オ	Herb of Awakening
カ	Inspiring Plum
キ	Magic Nut
ク	Healing Grape
ケ	Light Soulstone
コ	1,200 leaves
サ	Inspiring Plum
シ	Olive of Life (M)
ス	Pole Mace
セ	Inspiring Plum (M)
ソ	Healing Grape (M)
タ	Sharp Nut



TO EAST RIPPLETIDE COAST (P. 106)



ANCIENT PLINTH

### ENEMY LIST (NORTH & SOUTH COBBLESTON GAP)

NAME	DIFF	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratkin I	0	368	Sword, Dagger, Bow, Light	—	Healing Grape Bunch (10%)
Highland Ratkin II	0	380	Sword, Dagger, Bow, Light	—	Essence of Grape (30%)
Highland Ratkin III	4	773	Spear, Bow, Darkness	—	Inspiring Plum Basket (7%)
Rockadile	0	350	Sword, Axe, Darkness	—	Essence of Grape (30%)
Giant Falcon	0	298	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (30%)
Dread Falcon	4	504	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (35%)
Highland Goat	6	1,436	Sword, Spear, Light	—	Olive Bloom (30%)

### ENEMY LIST (UNTOUCHED SANCTUM)

NAME	DIFF	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Fire Wisp	0	389	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Fire Soulstone (4%)
Ice Wisp	0	389	Fire, Light	Poison, Blindness, Sleep, Confusion	Ice Soulstone (4%)
Wind Wisp	0	1,834	Lightning, Light	Poison, Blindness, Sleep, Confusion	Wind Soulstone (4%)
Thunder Wisp	0	1,834	Wind, Darkness	Poison, Blindness, Sleep, Confusion	Thunder Soulstone (4%)
Light Wisp	0	399	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Light Soulstone (4%)
Shadow Wisp	0	399	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (4%)
Marionette Bones	0	2,753	Staff, Wind, Light	Poison	Herb of Clarity (10%)
Puppet Bones	0	2,753	Staff, Fire, Light	Poison	Herb of Clarity (10%)
Ambling Bones	0	361	Staff, Wind, Light	Poison	Healing Grape Bunch (10%)
Dread Viper	0	631	Spear, Axe, Darkness	—	Herb of Healing (15%)
Shadow Bat	0	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Highland Goat	0	1,436	Sword, Spear, Light	—	Olive Bloom (30%)

MAP  
MAP DATA

### Townsperson

A-01 to A-16

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Shrine of the Thunderblade

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Stonegard Valleys

Yvon's Birthplace

Yvon's Cellar

Spectrewood Path

The Spectrewood

West Stonegard Pass

Tomb of Kings

West Everhold Pass

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Everhold Tunnels

Everhold

Everhold Amphitheatre

Amphitheatre: Balcony

Amphitheatre: Arena

Sunshade

Sunshade Tavern

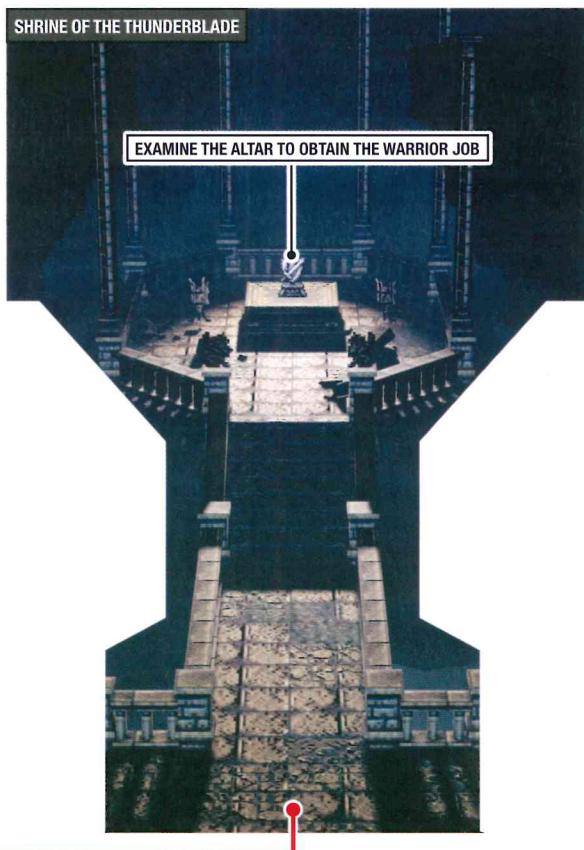
Sunshade Catacombs





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## North Stonegord Pass & Shrine of the Thunderblade



### AVAILABLE ITEMS

ア	Healing Grape (M)
イ	Energizing Pomegranate
ウ	Light Soulstone (M)

### ENEMY LIST (NORTH STONEGARD PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratkin IV	0	2,074	Sword, Bow, Wind, Light	—	Healing Grape (M) (8%)
Highland Ratkin V	0	2,152	Sword, Bow, Wind, Light	—	Essence of Grape (35%)
Highland Ratkin VI	16	2,964	Spear, Axe, Darkness	—	Inspiring Plum Basket (7%)
Highland Ratking I	24	5,282	Spear, Staff, Lightning, Light	—	Inspiring Plum Basket (14%)
Dread Falcon	0	504	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (35%)
Highland Goat	0	1,436	Sword, Spear, Light	—	Olive Bloom (30%)
Mountain Goat	24	4,219	Sword, Spear, Light	—	Olive Bloom (40%)
Wild Weasel	24	4,427	Axe, Ice, Lightning	—	Olive of Life (15%)
Shaggy Aurochs	0	2,789	Spear, Axe, Fire	—	Essence of Grape (35%)





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H'AANIT'S CHAPTER 2

CYRUS'S CHAPTER 3

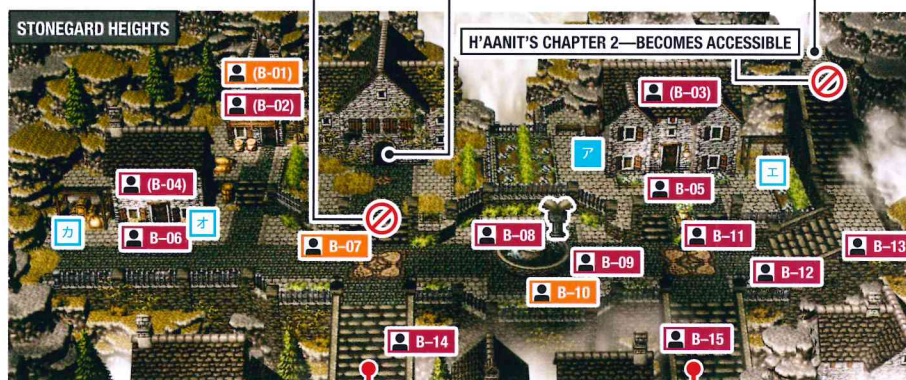
# Stonegard, Stonegard Heights & Stonegard Valleys

CYRUS'S CHAPTER 3—BECOMES ACCESSIBLE

TO YVON'S BIRTHPLACE (P. 54)

TO SPECTREWOOD PATH (P. 54)

## STONEGARD HEIGHTS



H'AANIT'S CHAPTER 2—BECOMES ACCESSIBLE

## STONEGARD VALLEYS



## STONEGARD



TO NORTH STONEGARD PASS (P. 52)

### AVAILABLE ITEMS

ア	Healing Grape (M)
イ	Spiked Armor
ウ	Inspiring Plum
エ	(B-04) Fire Soulstone (L)
オ	(B-06) Empty Coin Pouch
カ	(B-14) Soldier's Longbow
(キ)	(B-21) Bastard Sword
(ク)	(B-22) Graviton Axe
ケ	(B-25) Inspiring Plum (M)
コ	(B-36) Silver-filled Pouch
サ	(B-01) Large Feather

### SHOP DATA

#### P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Awakening	30
Purifying Dust	3,200
Injurious Dust	100
Noxroot	5

#### A ARMORER (ADDITIONAL INFO (B-32))

ITEM NAME	VALUE
Heavy Axe	7,500
Horn Cleaver	22,000
Killer Bow	8,000
Magus's Bow	10,000
Soldier's Longbow	12,000
Kite Shield	2,400
Spiked Shield	9,600
Silver Helm	3,600
Falcon Hat	6,960
Silver Armor	4,680
Elemental Robe	8,160
Imperial Vest	19,200

### Townsperson

(B-01 to B-44)

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Runblade

Everhold

Tunnels

Everhold

Amphitheatre

Balcony

Amphitheatre:

Arena

Sunshade

Sunshade

Tavern

Sunshade

Catacombs





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## Yvon's Birthplace & Yvon's Cellar

### YVON'S BIRTHPLACE

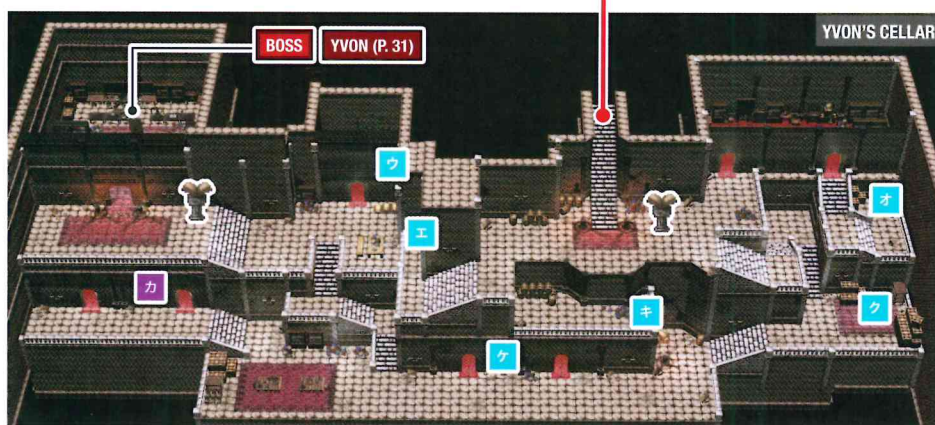


THE FLOOR OPENS DURING CYRUS'S CHAPTER 3, LETTING YOU MOVE THERE

TO STONEGARD HEIGHTS (P. 53)

### ◇ ENEMY LIST (YVON'S BIRTHPLACE & YVON'S CELLAR)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Flame Guardian	0	4,839	Sword, Dagger, Bow, Ice	Poison, Sleep, Confusion	Fire Soulstone (4%)
Thunder Guardian	0	4,839	Sword, Dagger, Bow, Wind	Poison, Sleep, Confusion	Thunder Soulstone (4%)
Blood Remnant	0	5,389	Sword, Spear, Axe, Ice	Poison, Sleep, Confusion	Energizing Pomegranate (M) (5%)
Dark Remnant	0	5,389	Sword, Spear, Axe, Light	Poison, Sleep, Confusion	Energizing Pomegranate (M) (5%)
Researcher I	0	4,646	Sword, Dagger, Bow, Wind	—	Bottled Breath (20%)
Researcher II	0	6,155	Sword, Dagger, Bow, Wind	—	Pseudo Cider (15%)
Researcher III	0	7,097	Dagger, Bow, Lightning	—	Poyseberry (10%)



### ◇ AVAILABLE ITEMS

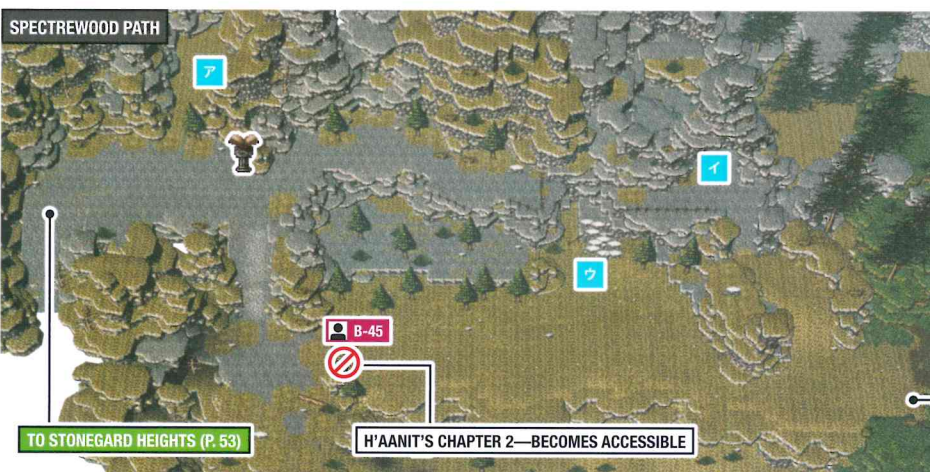
ア	Inspiring Plum
イ	Bones
ウ	Inspiring Plum Basket
エ	Light Soulstone (L)
オ	Bright Stone
カ	Sturdy Quartz Rod
キ	12,000 leaves
ク	Energizing Pomegranate (M)
ケ	Fire Soulstone (M)



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## Spectrewood Path & The Spectrewood

### SPECTREWOOD PATH



TO STONEGARD HEIGHTS (P. 53)

H'AANIT'S CHAPTER 2—BECOMES ACCESSIBLE

### ◇ AVAILABLE ITEMS

ア	5,000 leaves
イ	Herb of Clamor
ウ	Fool's Gold Ore

TO THE SPECTREWOOD (P. 55)

### ◇ ENEMY LIST (SPECTREWOOD PATH)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratkin IV	0	2,074	Sword, Bow, Wind, Light	—	Healing Grape (M) (8%)
Highland Ratkin V	0	2,152	Sword, Bow, Wind, Light	—	Essence of Grape (35%)
Highland Ratkin VI	0	2,964	Spear, Axe, Darkness	—	Inspiring Plum Basket (7%)
Highland Ratking I	0	5,282	Spear, Staff, Lightning, Light	—	Inspiring Plum Basket (14%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dread Falcon	0	504	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (35%)
Highland Goat	0	1,436	Sword, Spear, Light	—	Olive Bloom (30%)
Mountain Goat	0	4,219	Sword, Spear, Light	—	Olive Bloom (40%)
Wild Weasel	0	4,427	Axe, Ice, Lightning	—	Olive of Life (15%)
Shaggy Aurochs	0	2,789	Spear, Axe, Fire	—	Essence of Grape (35%)





## ◆ AVAILABLE ITEMS

エ	Copper-filled Pouch
オ	6,000 leaves
カ	Refreshing Jam
キ	Fire Amulet
ク	Fire Soulstone (M)

## ◆ ENEMY LIST (THE SPECTREWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Demon Deer	0	3,269	Spear, Axe, Lightning, Darkness	—	Olive of Life (M) (4%)
Shambling Weed	0	1,880	Sword, Axe, Fire	—	Essence of Pomegranate (30%)
Rampant Weed	0	1,866	Sword, Axe, Fire	—	Essence of Pomegranate (35%)
Creeping Treant	0	2,196	Axe, Fire	—	Essence of Pomegranate (35%)
Mutant Mushroom	0	3,129	Dagger, Fire	—	Herb of Healing (15%)
Skulking Fungoid	0	3,067	Spear, Ice	—	Herb of Clamor (15%)

## Townsperson

B-45/46

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Everhold Tunnels

Everhold

Everhold Amphitheatre

Amphitheatre: Balcony

Amphitheatre: Arena

Sunshade

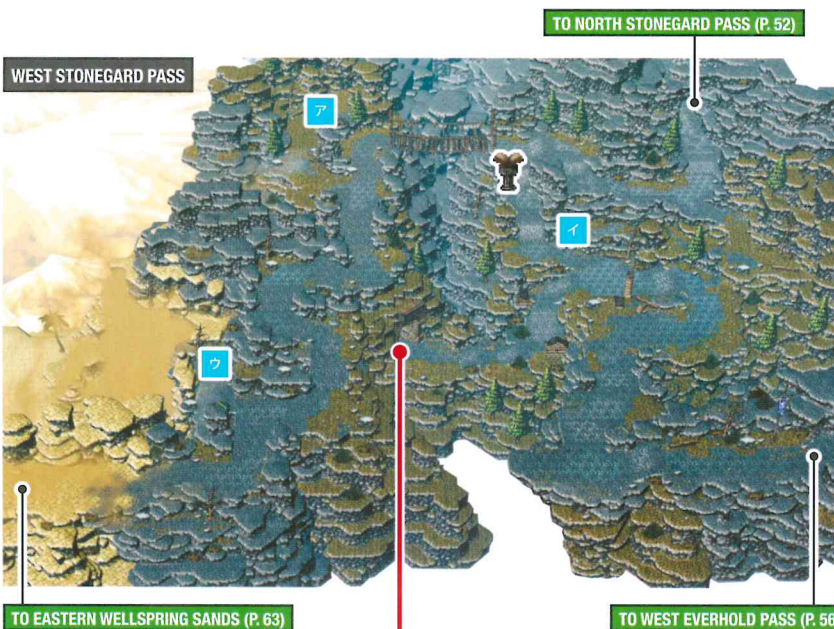
Sunshade Tavern

Sunshade Catacombs



◀ Highlands 13 14 ▶

## West Stonegard Pass &amp; Tomb of Kings



## ◆ AVAILABLE ITEMS

ア	Inspiring Plum (M)	オ	Curious Antique
イ	Copper-filled Pouch	カ	9,400 leaves
ウ	Energizing Pomegranate	キ	Healing Grape Bunch
エ	Bright Stone	ク	Hasty Helm

ケ	Bottle of Blinding Dust
コ	Fire Soulstone (L)

## ◆ ENEMY LIST (WEST STONEGARD PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratkin IV	0	2,074	Sword, Bow, Wind, Light	—	Healing Grape (M) (8%)
Highland Ratkin V	0	2,152	Sword, Bow, Wind, Light	—	Essence of Grape (35%)
Highland Ratkin VI	16	2,964	Spear, Axe, Darkness	—	Inspiring Plum Basket (7%)
Highland Ratkin I	24	5,282	Spear, Staff, Lightning, Light	—	Inspiring Plum Basket (14%)
Dread Falcon	0	504	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (35%)
Highland Goat	0	1,436	Sword, Spear, Light	—	Olive Bloom (30%)
Mountain Goat	24	4,219	Sword, Spear, Light	—	Olive Bloom (40%)
Wild Weasel	24	4,427	Axe, Ice, Lightning	—	Olive of Life (15%)
Shaggy Aurochs	0	2,789	Spear, Axe, Fire	—	Essence of Grape (35%)

## ◆ ENEMY LIST (TOMB OF KINGS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Wind Sentinel	0	1,651	Sword, Spear, Axe, Staff, Lightning	Poison, Sleep, Confusion	Wind Soulstone (4%)
Light Sentinel	0	1,981	Sword, Spear, Axe, Staff, Darkness	Poison, Sleep, Confusion	Light Soulstone (4%)
Wind Guardian	0	1,834	Sword, Dagger, Bow, Lightning	Poison, Sleep, Confusion	Wind Soulstone (4%)
Light Guardian	0	1,956	Sword, Dagger, Bow, Darkness	Poison, Sleep, Confusion	Light Soulstone (4%)
Thief I	0	1,626	Sword, Spear, Lightning, Light	—	Empty Coin Pouch (15%)
Thief II	0	1,153	Sword, Bow, Ice	—	Empty Coin Pouch (15%)
Wind Remnant	0	3,202	Sword, Spear, Axe, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)
Light Remnant	0	3,385	Sword, Spear, Axe, Darkness	Poison, Sleep, Confusion	Light Soulstone (M) (4%)





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## West Everhold Pass, Shrine of the Runeblade & Everhold Tunnels

TO SOUTH STONEGARD PASS (P. 55)

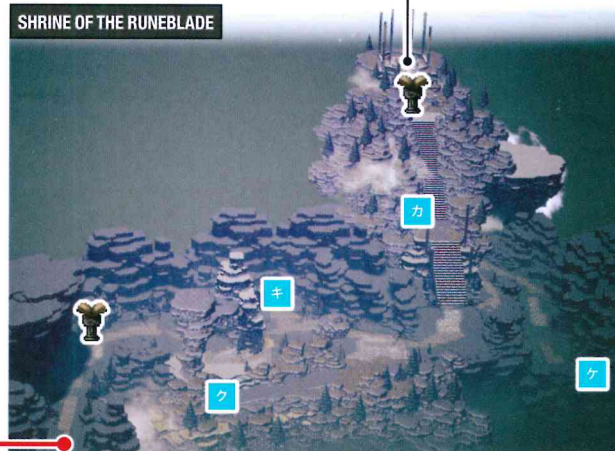
TO EVERHOLD (P. 57)

WEST EVERHOLD PASS



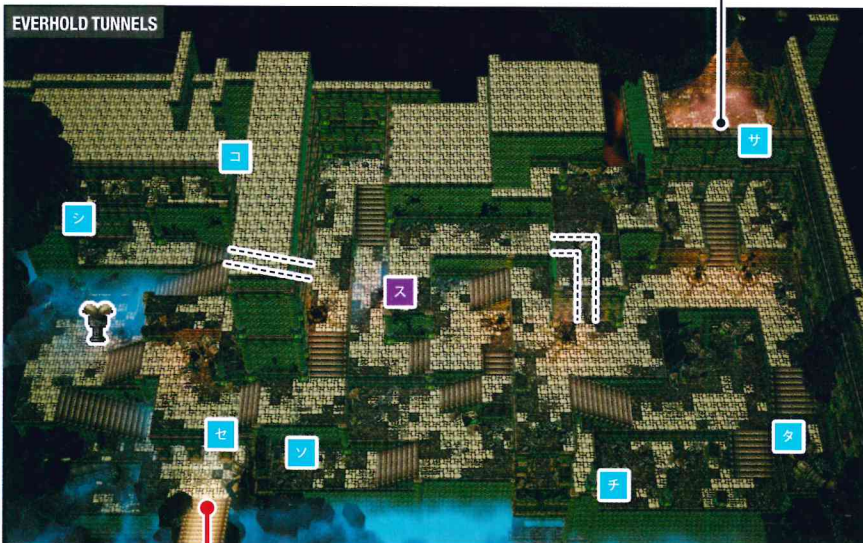
ACCEPT THE TRIAL FROM THE ALTAR, DEFEAT BALOGAR TO OBTAIN THE RNE LORD JOB (P. 48)

SHRINE OF THE RUNEBLADE



BOSS DEVOURER OF DREAMS

EVERHOLD TUNNELS



### ◇ AVAILABLE ITEMS

ア	Fire Soulstone (M)
イ	Light Soulstone (L)
ウ	Inspiring Plum (M)
エ	Silver-filled Pouch
オ	Energizing Pomegranate (M)
カ	50,000 leaves
キ	Inspiring Plum Basket
ク	Healing Grape Bunch
ケ	Revitalizing Jam
コ	Inspiring Plum (M)
サ	Bright Stone
シ	Death Cleaver
ス	Knowledge Staff
セ	Energizing Pomegranate (L)
ソ	Olive of Life (M)
タ	Healing Grape Bunch
チ	35,000 leaves

### ◇ ENEMY LIST (WEST EVERHOLD PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratking I	0	5,282	Spear, Staff, Lightning, Light	—	Inspiring Plum Basket (14%)
Highland Ratking II	0	6,479	Spear, Staff, Lightning, Light	—	Essence of Grape (40%)
Highland Ratking III	0	6,831	Sword, Dagger, Darkness	—	Healing Grape Bunch (12%)
Shadow Raven	0	5,027	Sword, Dagger, Bow, Wind	—	Addlewort (30%)
Winged Serpent	0	5,648	Spear, Bow, Fire, Wind	—	Essence of Pomegranate (40%)
Animated Armor	0	4,531	Axe, Staff, Ice, Light	Poison	Refreshing Jam (3%)
Demon Goat	0	7,334	Sword, Spear, Light	—	Olive Bloom (45%)

### ◇ ENEMY LIST (SHRINE OF THE RUNEBLADE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Animated Armor	0	4,531	Axe, Staff, Ice, Light	Poison	Refreshing Jam (3%)
Ice Revenant	0	16,678	Sword, Bow, Staff, Fire	—	Inspiring Plum Basket (3%)
Wind Revenant	0	16,678	Sword, Bow, Staff, Lightning	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Light Revenant	0	16,960	Sword, Bow, Staff, Darkness	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Ice Remnant Mk.II	0	6,908	Sword, Spear, Axe, Fire	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)
Wind Remnant Mk.II	0	7,599	Sword, Spear, Axe, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)
Light Remnant Mk.II	0	7,040	Sword, Spear, Axe, Darkness	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)

### ◇ ENEMY LIST (EVERHOLD TUNNELS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratking II	0	6,479	Spear, Staff, Lightning, Light	—	Essence of Grape (40%)
Highland Ratking III	0	6,831	Sword, Dagger, Darkness	—	Healing Grape Bunch (12%)
Demon Goat	0	7,334	Sword, Spear, Light	—	Olive Bloom (45%)
Animated Armor	0	4,531	Axe, Staff, Ice, Light	Poison	Refreshing Jam (3%)
Dark Elemental	0	2,888	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odors and Ends (4%)
Brigand Bones	0	7,369	Axe, Staff, Fire, Light	Poison	Herb of Valor (8%)
Devourer of Dreams *1	0	21,216	Sword, Light	—	Revitalizing Jam (3%)

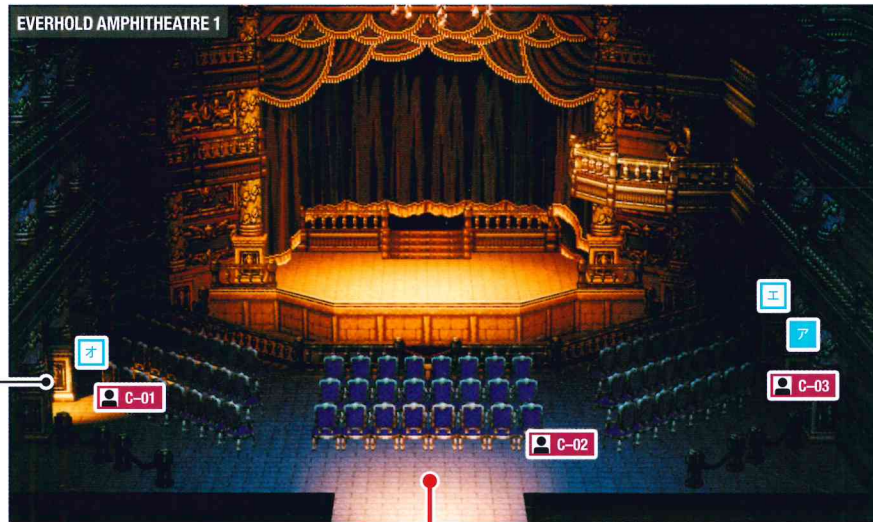
\*1: After defeating the boss version of Devourer of Dreams, it appears randomly on the map.



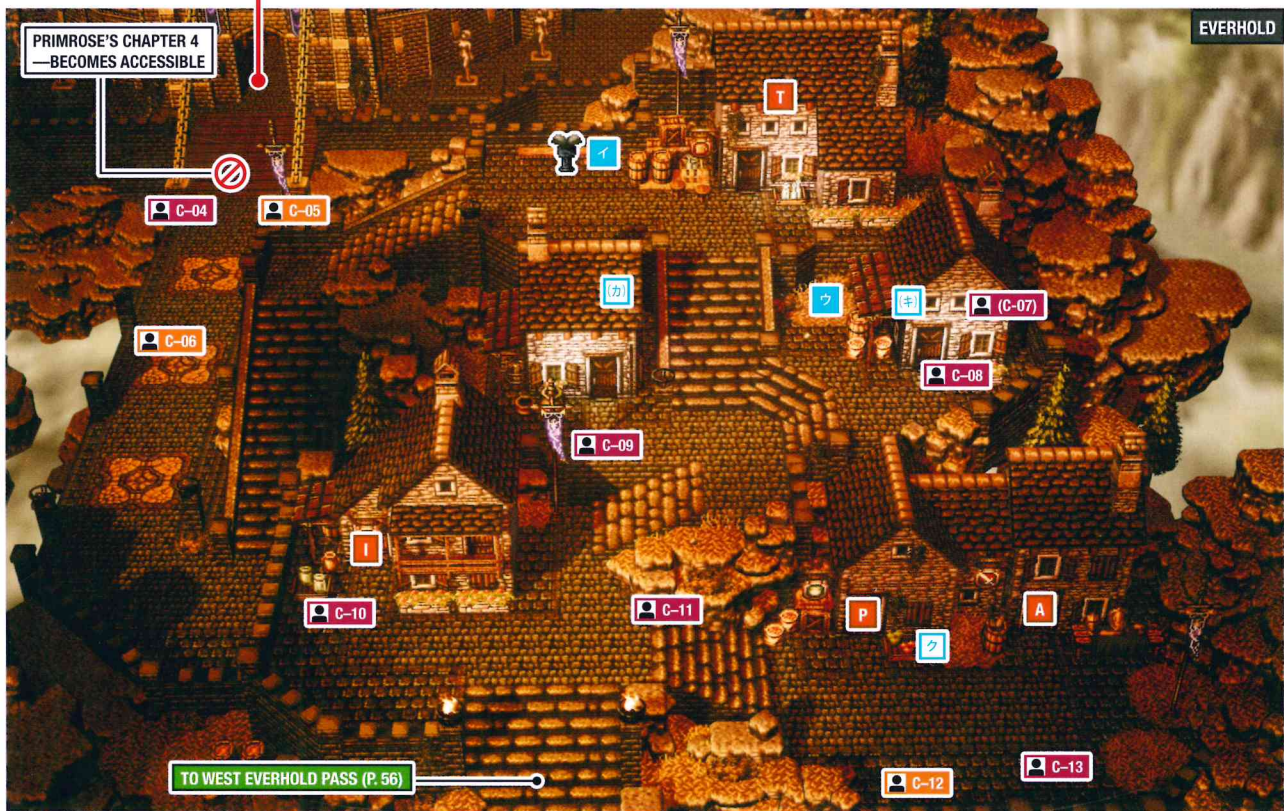


Highlands 18 19 PRIMROSE'S CHAPTER 4

## Everhold & Everhold Amphitheatre



TO AMPHITHEATRE: ARENA 1 (P. 58)



PRIMROSE'S CHAPTER 4  
—BECOMES ACCESSIBLE

EVERHOLD

TO WEST EVERHOLD PASS (P. 56)

### ◇ AVAILABLE ITEMS

ア	Inspiring Plum Basket
イ	Rare Stone
ウ	Healing Grape (M)
エ	C-02 Bottle of Blinding Dust
オ	C-01 Healing Grape Bunch
カ	C-08 Rare Stone
キ	C-13 Curious Antique
ク	C-04 Olive of Life (M)

### ◇ SHOP DATA

P PROVISIONER	
ITEM NAME	VALUE
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Clarity	30
Herb of Valor	30
Purifying Seed	2,600
Ruinous Seed	2,600
Ruinous Dust	3,200
Noxroot	5
Essence of Grape	40

### A ARMORER (ADDITIONAL INFO C-11)

ITEM NAME	VALUE
Crimson Dagger	35,000
Soul Knife	37,000
Legion Dagger	55,000
Oasis Hat	18,000
Silent Cape	19,200
Enlightening Bracelet	5,800

### Townsperson

C-01 to C-13

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Yvon's Cellar

Spectrewood  
Path

The Spectrewood

West Stonegard  
Pass

Tomb of Kings

West Everhold  
Pass

Shrine of the  
Runeblade

Everhold  
Tunnels

Everhold

Everhold  
Amphitheatre

Amphitheatre:  
Balcony

Amphitheatre:  
Arena

Sunshade

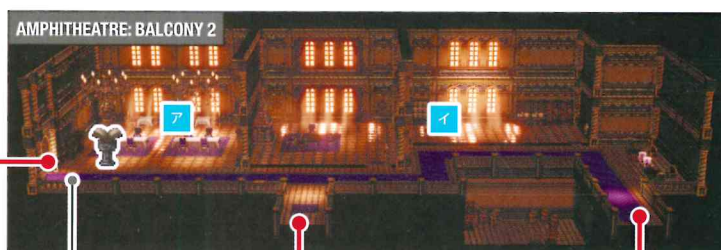
Sunshade  
Tavern

Sunshade  
Catacombs

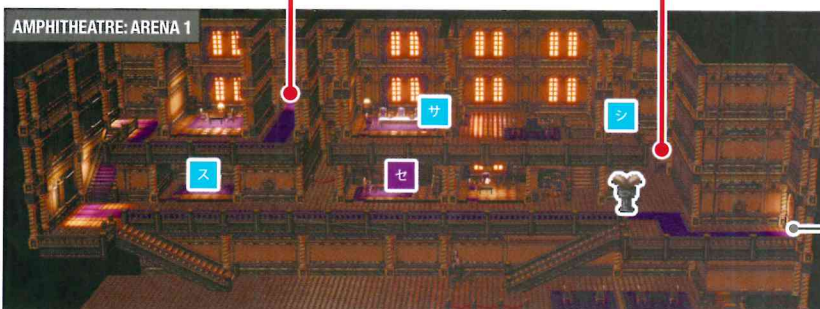
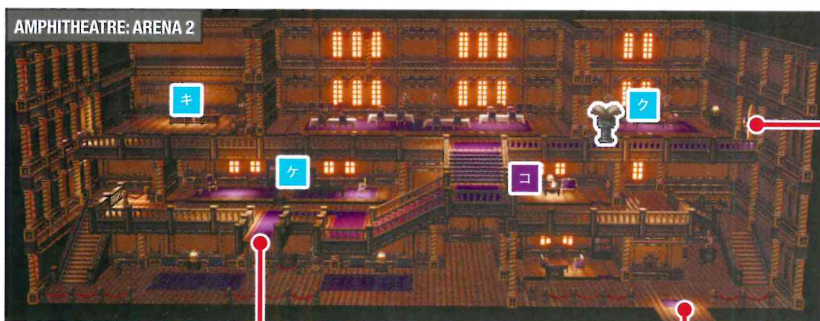
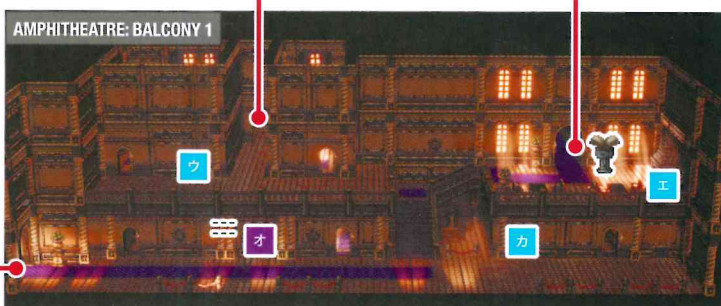
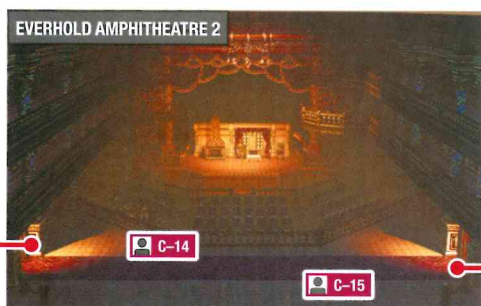




## Everhold Amphitheatre, Amphitheatre: Balcony & Amphitheatre: Arena



BOSS SIMEON PHASE 1 & 2 (SEE P. 21) \*1



### ◇ AVAILABLE ITEMS

ア	Energizing Pomegranate (L)
イ	Bright Stone
ウ	Revitalizing Jam
エ	Light Soulstone (L)
オ	Enchanted Rod
カ	Silver-filled Pouch
キ	Inspiring Plum (M)
ク	Inferno Amulet
ケ	Refreshing Jam
コ	Unseen Saber
サ	30,000 leaves
シ	Fire Soulstone (L)
ス	20,000 leaves
セ	Ethereal Dancer Garb

TO EVERHOLD AMPHITHEATRE 1 (P. 57)

\*1: In Primrose's Chapter 4, battle against Simeon Phase 1 and Phase 2 in Everhold Amphitheatre.

### ◇ ENEMY LIST (AMPHITHEATRE: BALCONY)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Sentinel Mk.II	0	4,839	Sword, Spear, Axe, Staff, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Light Sentinel Mk.II	0	4,155	Sword, Spear, Axe, Staff, Darkness	Poison, Sleep, Confusion	Light Soulstone (M) (4%)
Ice Curator Mk.II	0	7,514	Spear, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Light Curator Mk.II	0	7,629	Spear, Bow, Darkness	Poison, Sleep, Confusion	Light Soulstone (M) (4%)
Ice Guardian Mk.II	0	5,890	Sword, Dagger, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Light Guardian Mk.II	0	5,546	Sword, Dagger, Bow, Darkness	—	Light Soulstone (M) (4%)

### ◇ ENEMY LIST (AMPHITHEATRE: ARENA)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Sentinel Mk.II	0	4,839	Sword, Spear, Axe, Staff, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Light Sentinel Mk.II	0	4,155	Sword, Spear, Axe, Staff, Darkness	Poison, Sleep, Confusion	Light Soulstone (M) (4%)
Ice Curator Mk.II	0	7,514	Spear, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Light Curator Mk.II	0	7,629	Spear, Bow, Darkness	Poison, Sleep, Confusion	Light Soulstone (M) (4%)
Obsidian Executive I	0	5,553	Spear, Axe, Bow, Darkness	—	Herb of Healing (15%)
Obsidian Executive II	0	5,949	Sword, Ice Wind, Light	—	Bottle of Poison Dust (8%)





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## Sunshade, Sunshade Tavern & Sunshade Catacombs



### AVAILABLE ITEMS

ア	Healing Grape
(イ)	Traditional Dancer Garb
ウ	Shadow Soulstone
エ	Inspiring Plum
オ	Empowering Earring
カ	Healing Grape
キ	D-12 Olive of Life (M)
ク	D-08 Nourishing Nut
ケ	D-04 Arcane Glaive
コ	D-26 Silver-filled Pouch
(サ)	D-14 Healing Grape (M)

### Townsperson

C-14 to D-28

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#### North Cobbleston Gap

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#### Spectrewood Path

#### The Spectrewood

#### West Stonegard Pass

#### Tomb of Kings

#### West Everhold Pass

#### Shrine of the Runeblade

#### Everhold Tunnels

#### Everhold

#### Everhold Amphitheatre

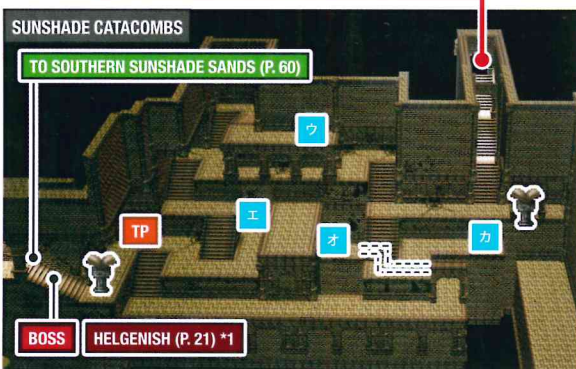
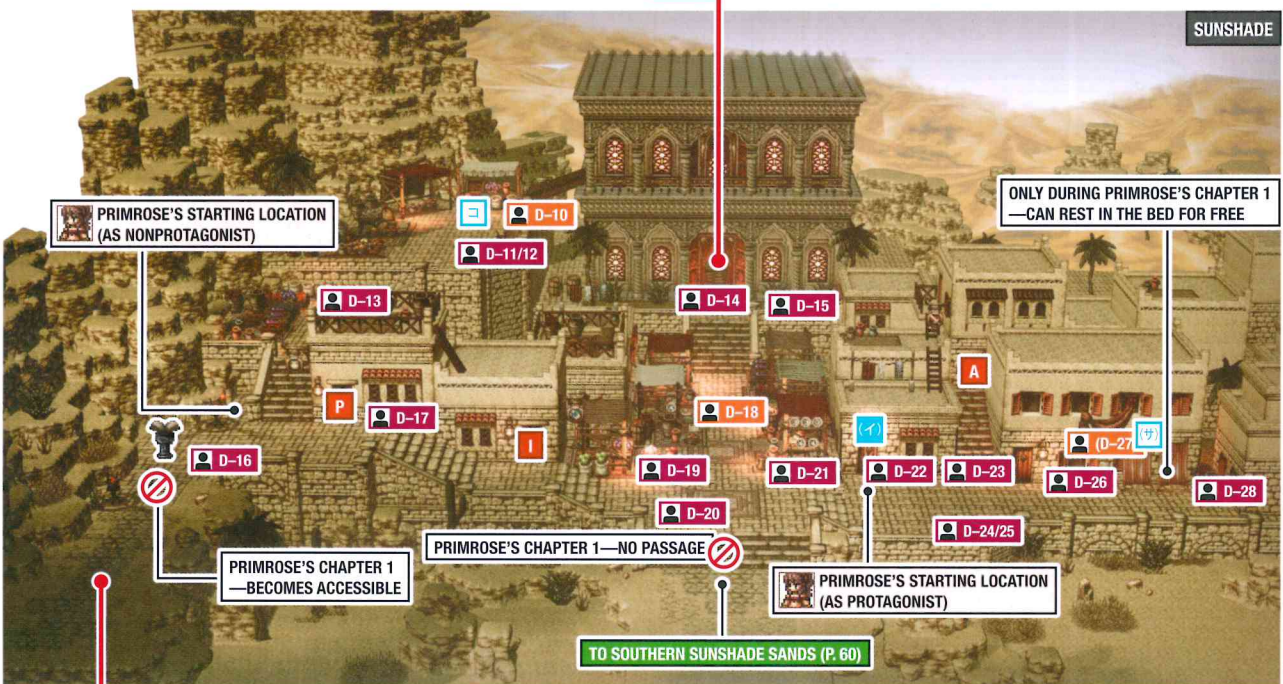
#### Amphitheatre: Balcony

#### Amphitheatre: Arena

#### Sunshade

#### Sunshade Tavern

#### Sunshade Catacombs



\*1: In Primrose's Chapter 1, battle against Helgenish in Southern Sunshade Sands.

### SHOP DATA

#### P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Healing	30
Herb of Light	30
Herb of Awakening	30
Soothing Dust	100
Injurious Seed	5
Noxroot	5

#### A ARMORER (ADDITIONAL INFO D-22)

ITEM NAME	VALUE
Falcon Saber	12,000
War Spear	1,400
Sunlands Spear	8,000
Iron Dagger	800
Arcane Knife	2,200
Piercing Dagger	7,500
Arcane Hatchet	1,800
Round Shield	600
Feathered Hat	660
Saintly Tiara	2,760
Grand Helm	9,600
Bronze Vest	1,080
Fur Robe	1,800
Protective Earring	360

#### TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

### ENEMY LIST (SUNSHADE CATACOMBS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardman I	0	386	Sword, Dagger, Ice, Darkness	—	Inspiring Plum Basket (7%)
Sand Lizardman II	0	437	Sword, Dagger, Ice, Darkness	—	Essence of Plum (30%)
Sand Lizardman III	3	738	Sword, Dagger, Lightning, Darkness	—	Healing Grape Bunch (10%)
Assassin Bug	0	387	Sword, Axe, Darkness	—	Essence of Pomegranate (30%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Killer Bug	3	804	Sword, Axe, Darkness	—	Essence of Pomegranate (35%)
Black Bat	0	349	Spear, Dagger, Bow, Ice	—	Curious Bloom (20%)
Shadow Bat	3	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Light Wisp	0	399	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Light Soulstone (4%)





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## Southern Sunshade Sands, Eastern Sunshade Sands & Whistling Cavern

### SOUTHERN SUNSHADE SANDS



TO SUNSHADE (P. 59)

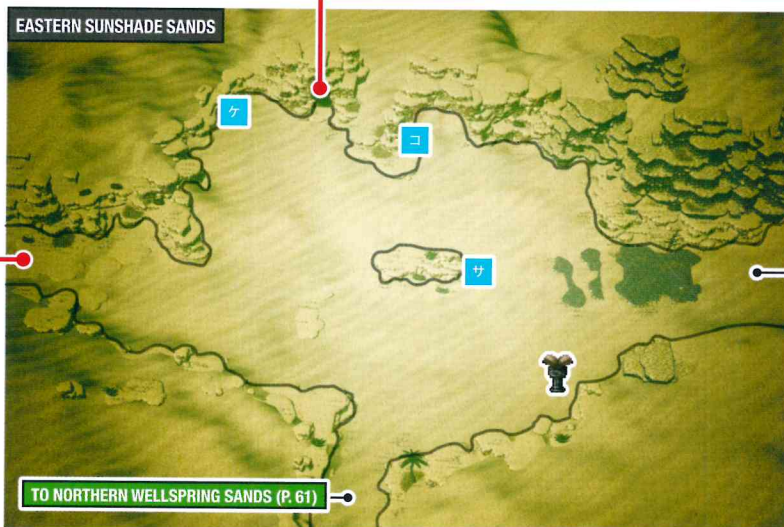
TO SOUTH CLEARBROOK TRAVERSE (P. 68)

TO SUNSHADE CATACOMBS (P. 59)

### WHISTLING CAVERN



### EASTERN SUNSHADE SANDS



TO SOUTH COBBLESTON GAP (P. 51)

TO NORTHERN WELLSRING SANDS (P. 61)

#### ◇ AVAILABLE ITEMS

ア	Inspiring Plum
イ	Old Coin
ウ	Herb of Clarity
エ	Fire Soulstone (M)
オ	Inspiring Plum (M)
カ	Olive of Life (M)
キ	6,000 leaves
ク	Heavy Bow
ケ	Thunder Soulstone
コ	Olive of Life
サ	Healing Grape

#### ◇ ENEMY LIST (SOUTHERN SUNSHADE SANDS & EASTERN SUNSHADE SANDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardman I	0	386	Sword, Dagger, Ice, Darkness	—	Inspiring Plum Basket (7%)
Sand Lizardman II	0	437	Sword, Dagger, Ice, Darkness	—	Essence of Plum (30%)
Sand Lizardman III	3	738	Spear, Dagger, Lightning, Darkness	—	Healing Grape Bunch (10%)
Cactus Roller	*1	330	Spear, Dagger, Darkness	—	Olive of Life (3%)
Skull Roller	3	706	Spear, Ice, Darkness	—	Olive of Life (6%)
Army Ant	0	411	Sword, Dagger, Axe	—	Essence of Plum (30%)
Sandworm	4	1,724	Spear, Axe, Wind, Light	—	Olive Bloom (30%)
Dire Army Ant	3	794	Sword, Dagger, Axe	—	Essence of Plum (35%)

\*1: Appears at 0-3 progression points.

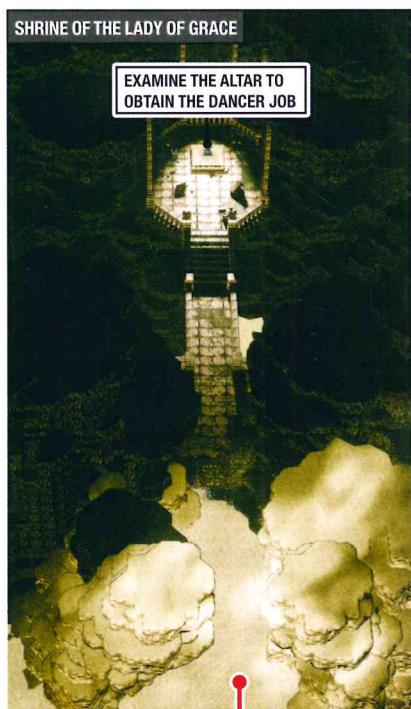
#### ◇ ENEMY LIST (WHISTLING CAVERN)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Killer Bug	0	804	Sword, Axe, Darkness	—	Essence of Pomegranate (35%)
Skull Roller	0	706	Spear, Ice, Darkness	—	Olive of Life (6%)
Dire Army Ant	0	794	Sword, Dagger, Axe	—	Essence of Plum (35%)
Antagonistic Ant	0	1,077	Dagger, Staff	—	Noxroot (35%)
Giant Scorpion	0	2,930	Spear, Ice, Wind	—	Essence of Pomegranate (30%)
Dark Roller	0	4,291	Dagger, Lightning	—	Olive of Life (9%)
Slayer Bug	0	3,873	Sword, Axe	—	Essence of Plum (35%)
River Fly	0	958	Spear, Bow, Ice, Wind	—	Addlewort (30%)
Horse Fly	0	1,658	Spear, Bow, Ice, Wind	—	Addlewort (35%)

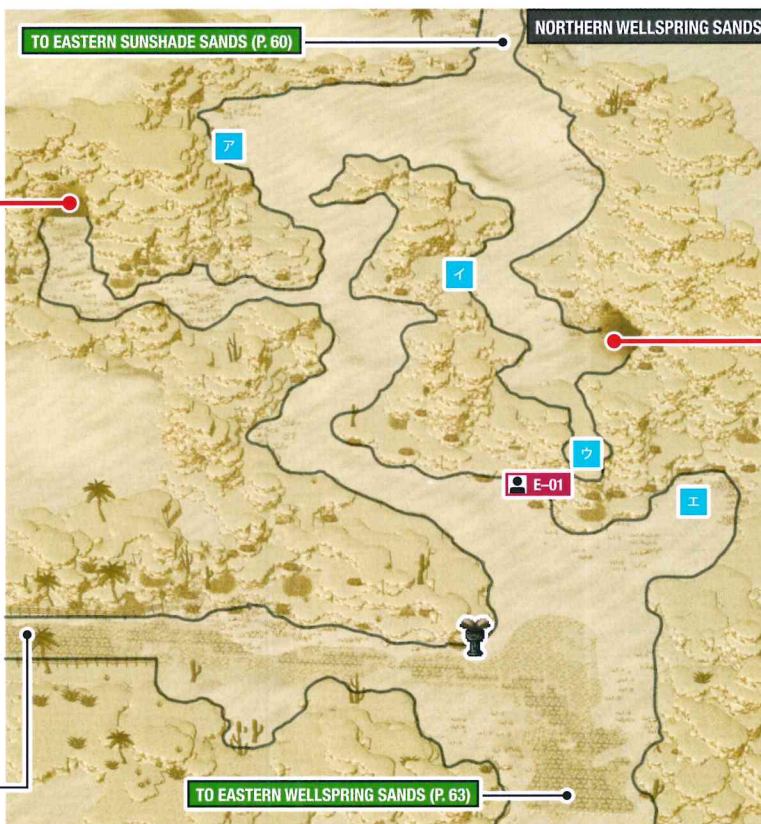




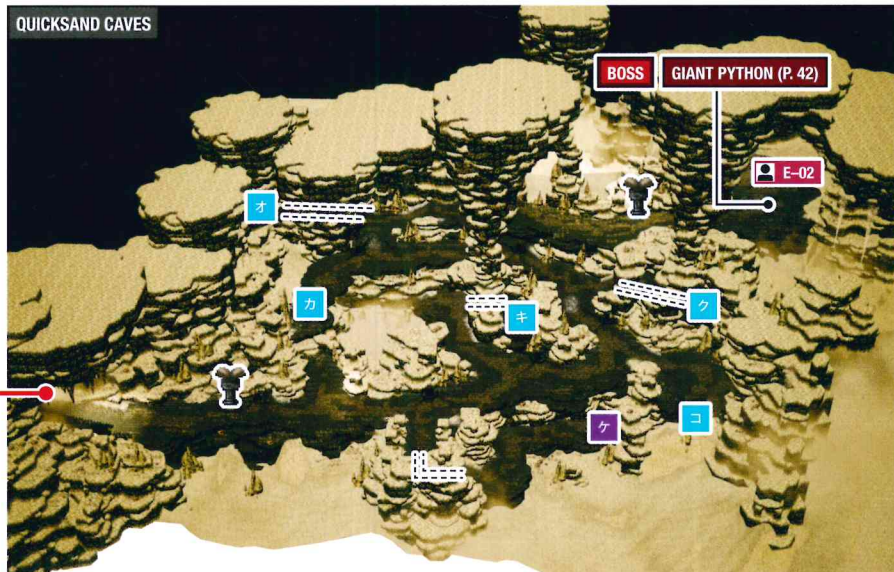
## Northern Wellspring Sands, Shrine of the Lady of Grace & Quicksand Caves



TO WELLSPRING (P. 62)



### QUICKSAND CAVES



#### ◆ AVAILABLE ITEMS

ア	Inspiring Plum
イ	Energizing Pomegranate (M)
ウ	Imperial Lance
エ	Olive of Life
オ	Protective Bracelet
カ	Inspiring Plum Basket
キ	Refreshing Jam
ク	Calm Stone
ケ	Inferno Axe
コ	Fire Soulstone (L)

#### ◆ ENEMY LIST (NORTHERN WELLSPRING SANDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardman IV	0	2,898	Dagger, Axe, Ice, Wind	—	Inspiring Plum (M) (5%)
Sand Lizardman V	0	3,356	Dagger, Axe, Ice, Wind	—	Essence of Plum (35%)
Sand Lizardman VI	64	3,598	Spear, Dagger, Lightning	—	Healing Grape (M) (8%)
Sand Lizardking I	72	3,987	Sword, Bow, Ice, Darkness	—	Healing Grape (M) (16%)
Giant Scorpion	*1	2,930	Sword, Ice, Wind	—	Essence of Pomegranate (30%)
Savage Scorpion	72	3,607	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Dark Roller	0	4,291	Dagger, Lightning	—	Olive of Life (9%)
Withered Wanderweed	0	6,452	Sword, Axe, Fire	—	Acidewort (35%)
Sandworm	*1	1,724	Spear, Axe, Wind, Light	—	Olive Bloom (30%)
Desert Worm	72	5,282	Spear, Axe, Wind, Light	—	Olive Bloom (40%)
Spiked Skink	88	4,646	Spear, Staff, Darkness	—	Healing Grape (M) (16%)

#### ◆ ENEMY LIST (QUICKSAND CAVES)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Snake	0	370	Spear, Fire	—	Herb of Healing (10%)
Blood Viper	0	596	Sword, Spear, Axe, Darkness	—	Noxroot (35%)
Dread Viper	0	631	Spear, Axe, Darkness	—	Herb of Healing (15%)
Etlin Asp	0	6,993	Dagger, Axe, Fire	—	Bottle of Poison Dust (10%)
Etlin Serpent	0	5,928	Dagger, Axe, Fire	—	Bottle of Befuddling Dust (10%)
Etlin Snake	0	8,516	Dagger, Axe, Ice	—	Bottle of Befuddling Dust (10%)
Shaggy Spider	0	4,247	Dagger, Axe, Staff, Lightning, Light	—	Addlewort (35%)
Slayer Bug	0	3,873	Sword, Axe	—	Essence of Plum (35%)

#### Townsperson

D-29 to E-02

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Rhiyo

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West Clearbrook

Traverse

South Clearbrook

Traverse

Twin Falls

East Saintsbridge

Traverse

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Farshore

\*1: Appears at 0-87 progression points.



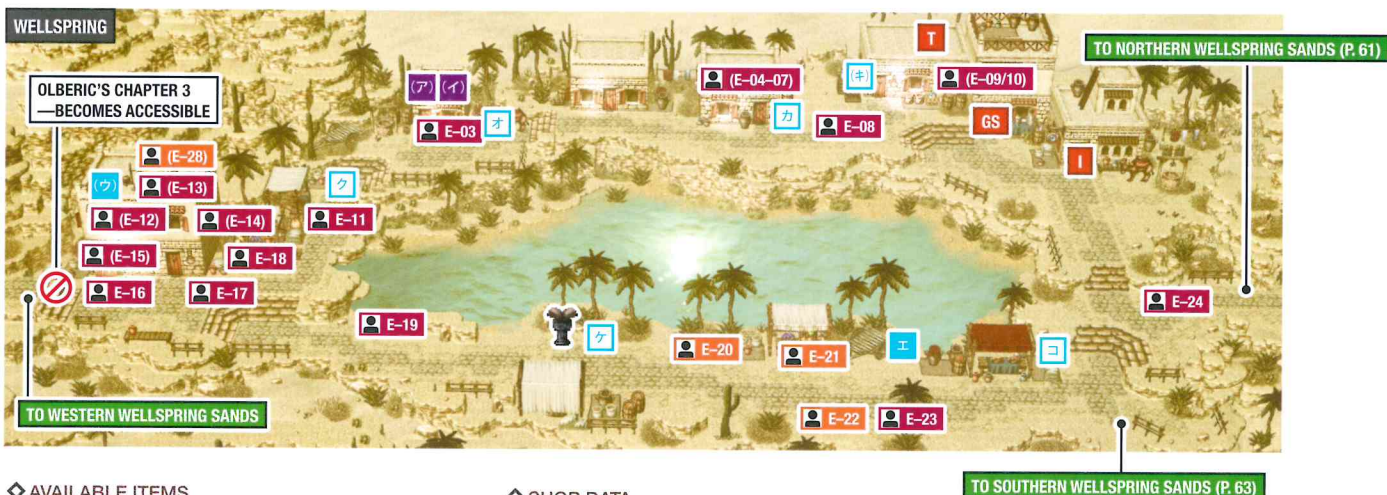


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OLBERIC'S CHAPTER 3

THERION'S CHAPTER 3

## Wellspring



## ◆ AVAILABLE ITEMS

(ア)	14,000 leaves
(イ)	9,000 leaves
(ウ)	Inspiring Plum (M)
エ	Healing Grape (M)
オ	E-12 Inspiring Plum (M)
カ	E-24 Thunder Soulstone (M)
キ	E-13 Heavy Coin Pouch
ク	E-10 Healing Grape Bunch
ケ	E-05 Copper-filled Pouch
コ	E-15 Heavy Coin Pouch

## ◆ SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO E-18)

ITEM NAME	VALUE	ITEM NAME	VALUE	ITEM NAME	VALUE
Eagle Saber	20,000	Grand Vest	8,640	Herb of Light	30
Refined Sword	26,000	Grand Armor	9,600	Herb of Revival	30
Great Blade	42,000	Healing Grape	50	Purifying Dust	3,200
Trickster's Dagger	20,000	Healing Grape (M)	260	Injurious Dust	100
Skybreaker	31,000	Inspiring Plum	240	Essence of Grape	40
Spiked Shield	9,600	Olive of Life (M)	3,000		
Falcon Hat	6,960	Herb of Healing	30		



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## Western Wellspring Sands &amp; Lizardmen's Den



## ◆ AVAILABLE ITEMS

ア	1,000 leaves	エ	Copper-filled Pouch	キ	2,000 leaves	コ	4,000 leaves
イ	800 leaves	オ	Copper-filled Pouch	ク	200 leaves	サ	Olive of Life (M)
ウ	1,400 leaves	カ	Silver-filled Pouch	ケ	400 leaves	シ	6,000 leaves

## ◆ ENEMY LIST (LIZARDMEN'S DEN)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardman I	0	3,064	Spear, Ice, Wind	—	Inspiring Plum (M) (5%)
Sand Lizardman II	0	3,359	Spear, Ice, Wind	—	Inspiring Plum (M) (5%)
Sand Lizardman III	0	3,415	Spear, Ice, Wind	—	Inspiring Plum (M) (8%)
Sand Lizardking I	0	3,799	Spear, Staff, Ice	—	Healing Grape (M) (16%)
Sand Lizardking II	0	4,382	Spear, Staff, Ice	—	Healing Grape (M) (16%)
Vampire Bat	0	3,226	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Slayer Bug	0	3,873	Sword, Axe	—	Essence of Plum (35%)

## ◆ ENEMY LIST (WESTERN WELLSPRING SANDS)

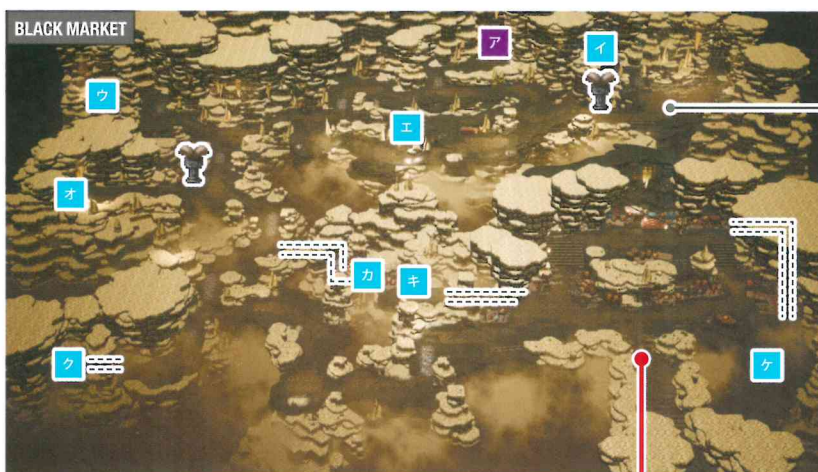
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardman I	0	3,064	Spear, Ice, Wind	—	Inspiring Plum (M) (5%)
Sand Lizardman II	0	3,359	Spear, Ice, Wind	—	Inspiring Plum (M) (5%)
Sand Lizardman III	0	3,415	Spear, Ice, Wind	—	Inspiring Plum (M) (8%)
Sand Lizardking I	0	3,799	Spear, Staff, Ice	—	Healing Grape (M) (16%)
Sand Lizardking II	0	4,382	Spear, Staff, Ice	—	Healing Grape (M) (16%)
Dark Roller	0	4,291	Dagger, Lightning	—	Olive of Life (8%)
Desert Worm	0	5,282	Spear, Axe, Wind, Light	—	Olive Bloom (40%)





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## Southern Wellspring Sands, Black Market &amp; Eastern Wellspring Sands



BOSS GARETH (P. 25)

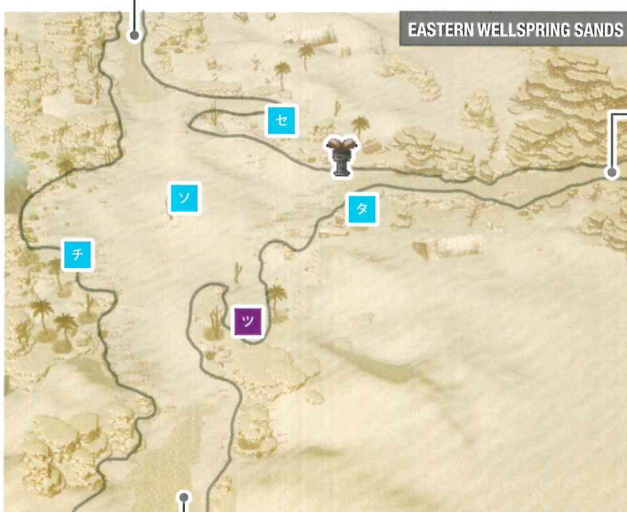


TO WELLSRING (P. 62)

SOUTHERN WELLSRING SANDS

THERION'S CHAPTER 3  
—BECOMES ACCESSIBLE

TO NORTHERN WELLSRING SANDS (P. 61)



EASTERN WELLSRING SANDS

TO SOUTH STONEGARD PASS (P. 55)

TO EASTERN MARSLIM SANDS (P. 64)

## ◇ AVAILABLE ITEMS

ア	Calming Stone
イ	Huntress's Longbow
ウ	Light Amulet
エ	Healing Grape Bunch
オ	10,000 leaves
カ	Energizing Pomegranate (L)
キ	Healing Grape (M)
ク	Inspiring Plum Basket
ケ	Fire Soulstone (L)
コ	Fire Soulstone (L)
サ	Copper-filled Pouch
シ	Unerring Bracelet
ス	Energizing Pomegranate
セ	Copper-filled Pouch
ソ	Healing Grape (M)
タ	Fool's Gold Ore
チ	Thunder Soulstone (L)
ツ	Enlightening Bracelet

## ◇ ENEMY LIST (BLACK MARKET)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Savage Scorpion	0	3,607	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Dark Roller	0	4,291	Dagger, Lightning	—	Olive of Life (9%)
Desert Worm	0	5,282	Spear, Axe, Wind, Light	—	Olive Bloom (40%)
Carmine Eagle	0	6,385	Spear, Bow, Wind	—	Large Feather (6%)
Warrior Bones	0	3,741	Axe, Staff, Fire, Light	Poison	Bottle of Befuddling Dust (4%)
Brawler Bones	0	5,196	Axe, Staff, Fire, Light	Poison	Olive of Life (M) (4%)

## ◇ ENEMY LIST (EASTERN WELLSRING SANDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardman IV	0	2,898	Dagger, Axe, Ice, Wind	—	Inspiring Plum (M) (5%)
Sand Lizardman V	0	3,356	Dagger, Axe, Ice, Wind	—	Essence of Plum (35%)
Sand Lizardman VI	64	3,598	Spear, Dagger, Lightning	—	Healing Grape (M) (8%)
Sand Lizardking I	72	3,987	Sword, Bow, Ice, Darkness	—	Healing Grape (M) (16%)
Giant Scorpion	*1	2,930	Spear, Ice, Wind	—	Essence of Pomegranate (30%)
Savage Scorpion	72	3,607	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Dark Roller	0	4,291	Dagger, Lightning	—	Olive of Life (9%)
Withered Wanderweed	0	6,452	Sword, Axe, Fire	—	Addlewort (35%)
Sandworm	*1	1,724	Sword, Axe, Wind, Light	—	Olive Bloom (30%)
Desert Worm	72	5,282	Spear, Axe, Wind, Light	—	Olive Bloom (40%)
Spiked Skink	88	4,646	Spear, Staff, Darkness	—	Healing Grape (M) (16%)

## ◇ ENEMY LIST (SOUTHERN WELLSRING SANDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Savage Scorpion	0	3,607	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Dark Roller	0	4,291	Dagger, Lightning	—	Olive of Life (9%)
Withered Wanderweed	0	6,452	Sword, Axe, Fire	—	Addlewort (35%)
Spiked Skink	0	4,646	Spear, Staff, Darkness	—	Healing Grape (M) (16%)

\*1: Appears at 0-87 progression points.

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South Clearbrook

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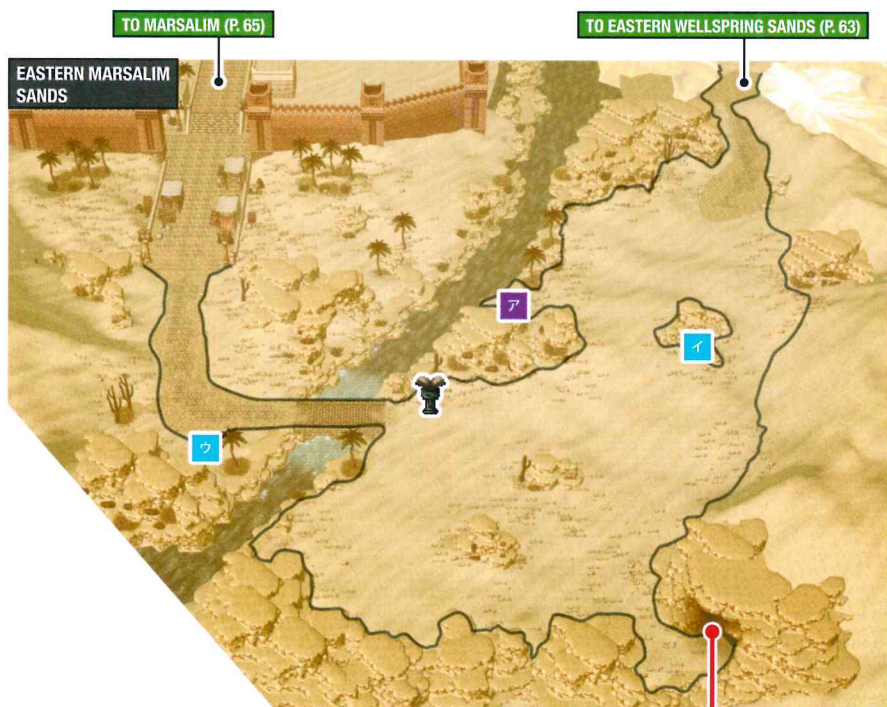
Farshore





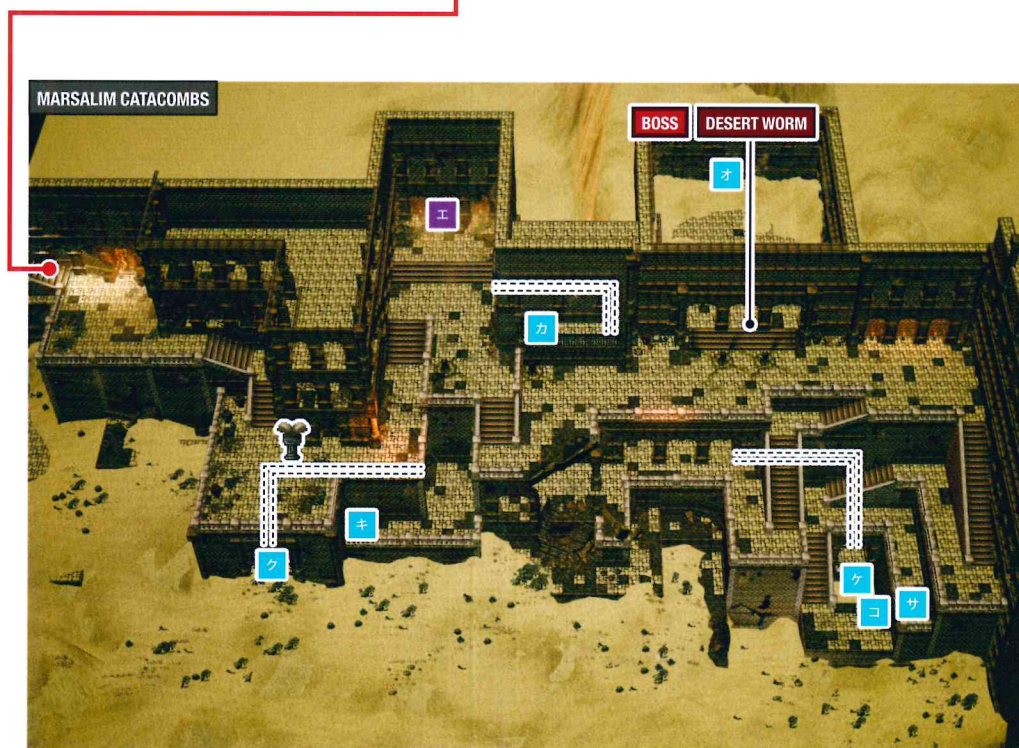
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## East Marsalim Sands & Marsalim Catacombs



### ◇ AVAILABLE ITEMS

ア	20,000 leaves
イ	Thunder Soulstone (L)
ウ	Inspiring Plum Basket
エ	Viper Dagger
オ	Master's Spear
カ	Revitalizing Jam
キ	Healing Grape Bunch
ク	Angel Saber
ケ	Calming Stone
コ	Energizing Pomegranate (L)
サ	Refreshing Jam



### ◇ ENEMY LIST (EASTERN MARSALIM SANDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardking I	0	3,987	Sword, Bow, Ice, Darkness	—	Healing Grape (M) (16%)
Sand Lizardking II	0	6,773	Sword, Bow, Ice, Darkness	—	Essence of Plum (40%)
Sand Lizardking III	0	5,977	Dagger, Staff, Lightning	—	Inspiring Plum (M) (14%)
Venomous Scorpion	0	5,408	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Kartikeya	0	8,608	Spear, Bow	—	Large Feather (6%)
Remnant Mk.II	0	6,704	Sword, Spear, Dagger, Axe	Poison, Sleep, Confusion	Olive of Life (L) (3%)
Fire Elemental	0	2,742	Ice, Wind	Poison, Blindness, Sleep, Confusion	Fire Soulstone (L) (4%)

### ◇ ENEMY LIST (MARSALIM CATACOMBS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sand Lizardking II	0	6,773	Sword, Bow, Ice, Darkness	—	Essence of Plum (40%)
Sand Lizardking III	0	5,977	Dagger, Staff, Lightning	—	Inspiring Plum (M) (14%)
Desert Worm	0	5,282	Spear, Axe, Wind, Light	—	Olive Bloom (40%)
Warrior Bones	0	3,741	Axe, Staff, Fire, Light	Poison	Bottle of Befuddling Dust (4%)
Brawler Bones	0	5,196	Axe, Staff, Fire, Light	Poison	Olive of Life (M) (4%)
Dire Skull Roller	0	5,267	Dagger, Lightning	—	Olive of Life (15%)
Light Elemental	0	2,888	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Desert Worm *1	0	21,157	Spear, Bow	—	Revitalizing Jam (3%)

\*1: After defeating the boss version of Desert Worm, it appears randomly on the map.





MAP | MAP DATA



ア	Tempest Amulet
イ	High House's Armor
ウ	25,000 leaves
エ	Enchanted Circlet
オ	Herb of Light
(カ)	Spirit Bow
キ	Bottle of Sleeping Dust
ク	 <b>F-05</b> Fire Soulstone (L)
ケ	 <b>F-04</b> Odds and Ends
コ	 <b>F-10</b> Inspiring Plum (M)
サ	 <b>F-16</b> Copper-filled Pouch
シ	 <b>F-28</b> Inspiring Plum Basket
ス	 <b>F-22</b> Fire Soulstone (L)

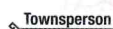
◆ SHOP DATA


**PROVISIONER**

ITEM NAME	VALUE
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Healing	30
Herb of Light	30
Soothing Dust	100
Purifying Seed	2,600
Purifying Dust	3,200
Noxroot	5

## ARMORER (ADDITIONAL INFO) F-20

ITEM NAME	VALUE
Graviton Axe	34,000
Gargantuan Axe	48,000
Huntress's Longbow	28,000
Brilliant Bow	37,000
Hyperion Bow	59,000
Knight's Shield	19,200
Oasis Hat	18,000
Platinum Armor	26,400



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- West Clearbrook  
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- ## Farshore

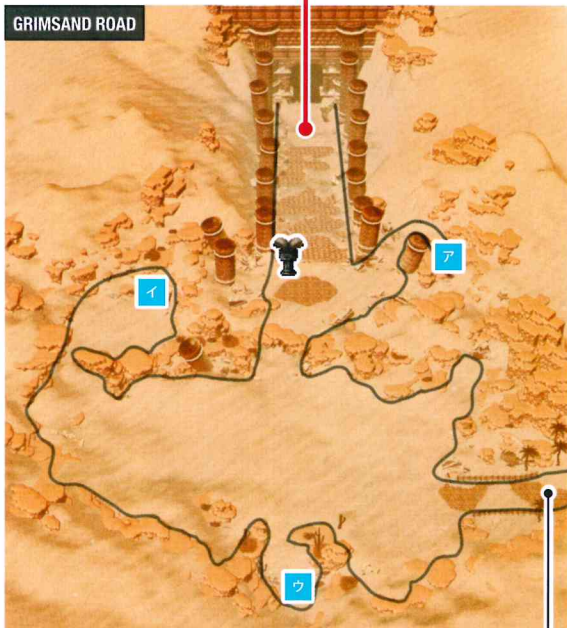




◀ Sunlands 37 38 ▶

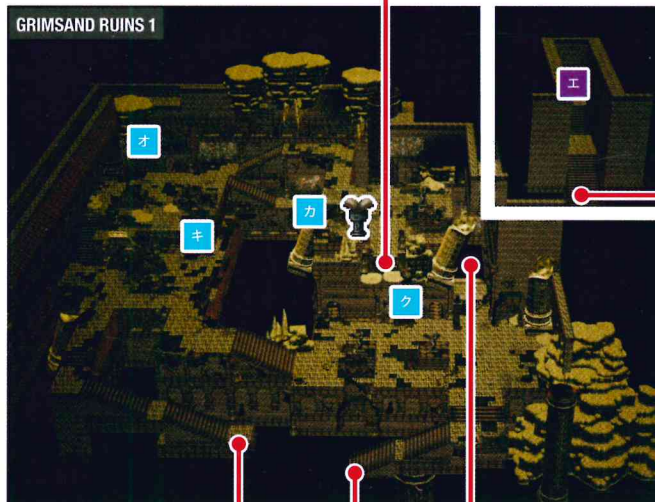
## Grimsand Road & Grimsand Ruins

### GRIMSAND ROAD

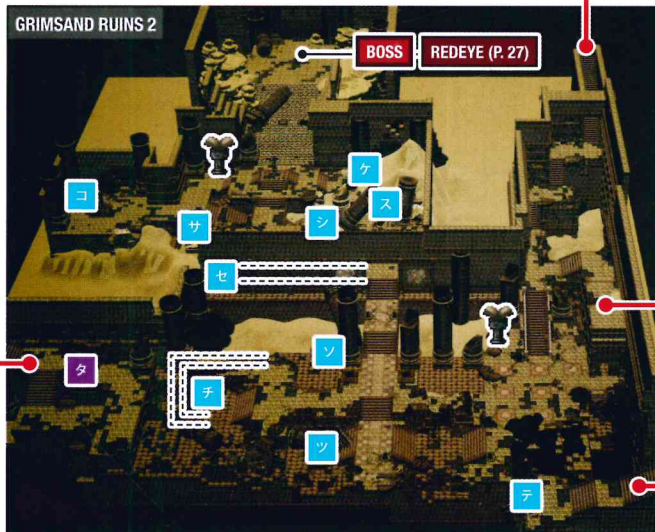


TO MARSALIM (P. 65)

### GRIMSAND RUINS 1



### GRIMSAND RUINS 2



#### ◆ AVAILABLE ITEMS

ア	Fire Soulstone (L)
イ	Energizing Pomegranate (L)
ウ	Silver-filled Pouch
エ	Unseen Saber
オ	Healing Grape (M)
カ	30,000 leaves
キ	Energizing Pomegranate (M)
ク	Calm Stone
ケ	Inspiring Plum (M)
コ	Refreshing Jam
サ	Healing Grape Bunch
シ	Inspiring Plum Basket
ス	Force Shield
セ	Energizing Pomegranate (M)
ソ	Enlightening Necklace
タ	50,000 leaves
チ	Inspiring Plum (M)
ツ	Healing Grape (M)
テ	Gleaming Amulet

#### ◆ ENEMY LIST (GRIMSAND ROAD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Venomous Scorpion	0	5,408	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Remnant Mk.II	0	6,704	Sword, Spear, Dagger, Axe	—	Olive of Life (L) (3%)
Revenant	0	17,254	Sword, Spear, Dagger, Bow, Staff	Poison, Sleep, Confusion	Revitalizing Jam (1%)
Fire Elemental	0	2,742	Ice, Wind	Poison, Blindness, Sleep, Confusion	Fire Soulstone (L) (4%)

#### ◆ ENEMY LIST (GRIMSAND RUINS 1)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Brigand Bones	0	7,369	Axe, Staff, Fire, Light	Poison	Herb of Valor (8%)
Venomous Scorpion	0	5,408	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Remnant Mk.II	0	6,704	Sword, Spear, Dagger, Axe	Poison, Sleep, Confusion	Olive of Life (L) (3%)
Revenant	0	17,254	Sword, Spear, Dagger, Bow, Staff	Poison, Sleep, Confusion	Revitalizing Jam (1%)

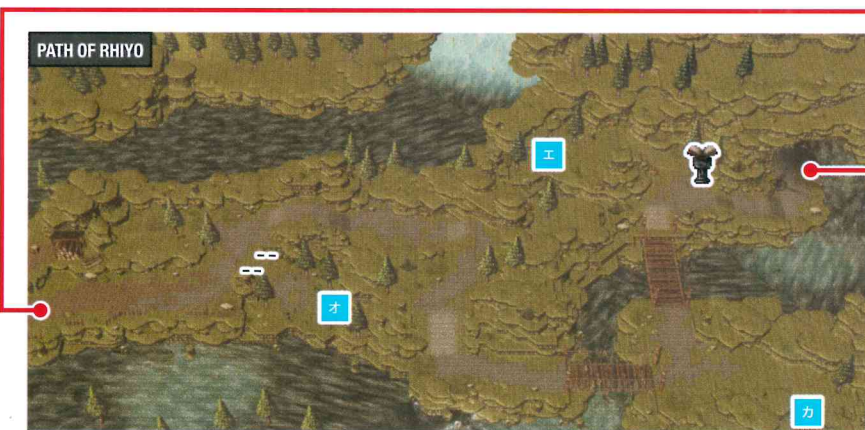
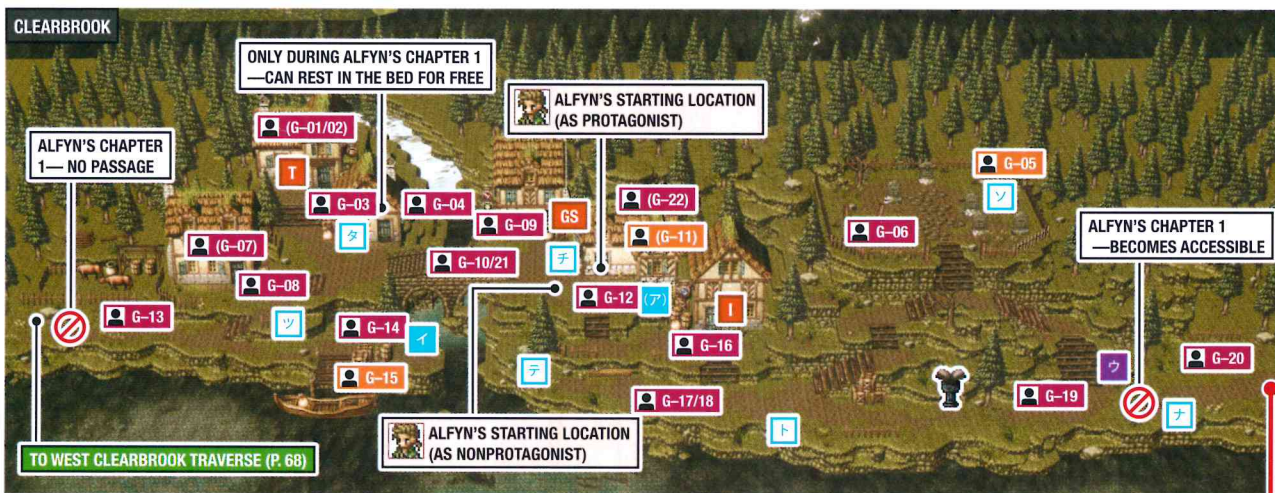
#### ◆ ENEMY LIST (GRIMSAND RUINS 2)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Venomous Scorpion	0	5,408	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Remnant Mk.II	0	6,704	Sword, Spear, Dagger, Axe	Poison, Sleep, Confusion	Olive of Life (L) (3%)
Revenant	0	17,254	Sword, Spear, Dagger, Bow, Staff	Poison, Sleep, Confusion	Revitalizing Jam (1%)
Stone Bug	0	6,380	Sword, Axe, Ice, Lightning	—	Essence of Plum (35%)
Stone Serpent	0	5,867	Dagger, Axe, Ice, Darkness	—	Bottle of Blinding Dust (4%)
Stone Lizard	0	6,041	Sword, Staff, Ice, Lightning, Darkness	—	Healing Grape (M) (16%)





# Clearbrook, Path of Rhiyo & Cave of Rhiyo



## ENEMY LIST (PATH OF RHIYO)

NAME	DIFF	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Froggen I	0	349	Sword, Axe, Ice, Darkness	—	Inspiring Plum Basket (7%)
River Froggen II	0	361	Sword, Bow, Ice, Darkness	—	Noxroot (30%)
River Froggen III	3	738	Sword, Bow, Ice	—	Healing Grape Bunch (10%)
River Wasp	0	291	Sword, Spear, Axe	—	Noxroot (30%)
Warrior Wasp	3	498	Sword, Spear, Axe	—	Noxroot (35%)
Giant Slug	0	359	Dagger, Ice, Darkness	—	Essence of Pomegranate (30%)
Salamander	4	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)

## ENEMY LIST (CAVE OF RHIYO)

NAME	DIFF	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Motley Slug	0	452	Fire, Ice, Darkness	—	Essence of Pomegranate (30%)
Red Viper	0	385	Sword, Spear, Axe, Darkness	—	Noxroot (30%)
Blood Viper	3	598	Sword, Spear, Axe, Darkness	—	Noxroot (35%)
Black Bat	0	349	Spear, Dagger, Bow, Ice	—	Curious Bloom (20%)
Shadow Bat	3	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Salamander	4	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)

## SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO G-02)

ITEM NAME	VALUE
Arcane Knife	2,200
Iron Axe	800
Arcane Hatchet	1,800
Cleaver	8,000
Round Shield	600
Kite Shield	2,400
Feathered Hat	660
Headgear	1,120
Bronze Vest	1,080
Elemental Light Armor	16,800
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Healing	30
Herb of Awakening	30
Soothing Seed	5
Soothing Dust	100
Injurious Seed	5
Noxroot	5
Essence of Grape	40

TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Healing	30
Herb of Revival	30
Soothing Seed	5
Injurious Seed	5
Noxroot	5
Essence of Grape	40

## Townsperson

G-01 to G-22

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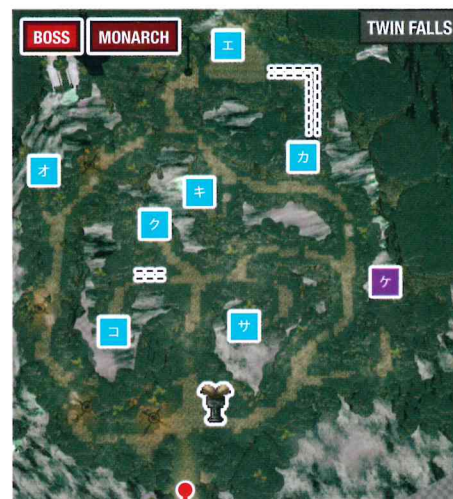
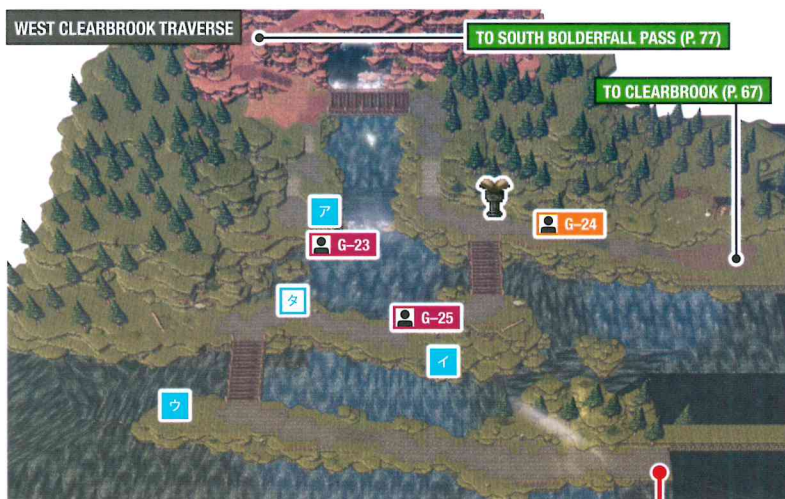
Farshore





Riverlands 42 43 44

## West Clearbrook Traverse, South Clearbrook Traverse & Twin Falls



### ◇ AVAILABLE ITEMS

ア	Odds and Ends	ケ	Psychic Staff
イ	Olive of Life	コ	Olive of Life (M)
ウ	Healing Grape	ク	Energizing Pomegranate (M)
エ	Refreshing Jam	シ	Olive of Life
オ	Healing Grape (M)	ス	500 leaves
カ	5,000 leaves	セ	Soothing Seed
キ	Inspiring Plum (M)	ソ	Healing Grape
ク	Inspiring Plum	タ	G-23 Giant Egg

### ◇ ENEMY LIST (WEST CLEARBROOK TRAVERSE & SOUTH CLEARBROOK TRAVERSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Froggen I	0	349	Sword, Axe, Ice, Darkness	—	Inspiring Plum Basket (7%)
River Froggen II	0	361	Sword, Bow, Ice, Darkness	—	Noxroot (30%)
River Froggen III	3	738	Sword, Bow, Ice	—	Healing Grape Bunch (10%)
River Wasp	0	291	Sword, Spear, Axe	—	Noxroot (30%)
Warrior Wasp	3	498	Sword, Spear, Axe	—	Noxroot (35%)
Giant Slug	0	356	Dagger, Ice, Darkness	—	Essence of Pomegranate (30%)
Salamander	4	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)

### ◇ ENEMY LIST (TWIN FALLS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Froggen IV	0	1,338	—	—	Inspiring Plum Basket (7%)
River Froggen V	0	1,518	Staff, Ice, Darkness	—	Noxroot (35%)
Warrior Wasp	0	498	Sword, Spear, Axe	—	Noxroot (35%)
Blood Viper	0	586	Sword, Spear, Axe, Darkness	—	Noxroot (35%)
River Fly	0	958	Spear, Bow, Ice, Wind	—	Addlewort (30%)
Salamander	0	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)
Shadow Bat	0	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Monarch *1	0	9,006	Spear, Bow, Darkness	—	Revitalizing Jam (3%)

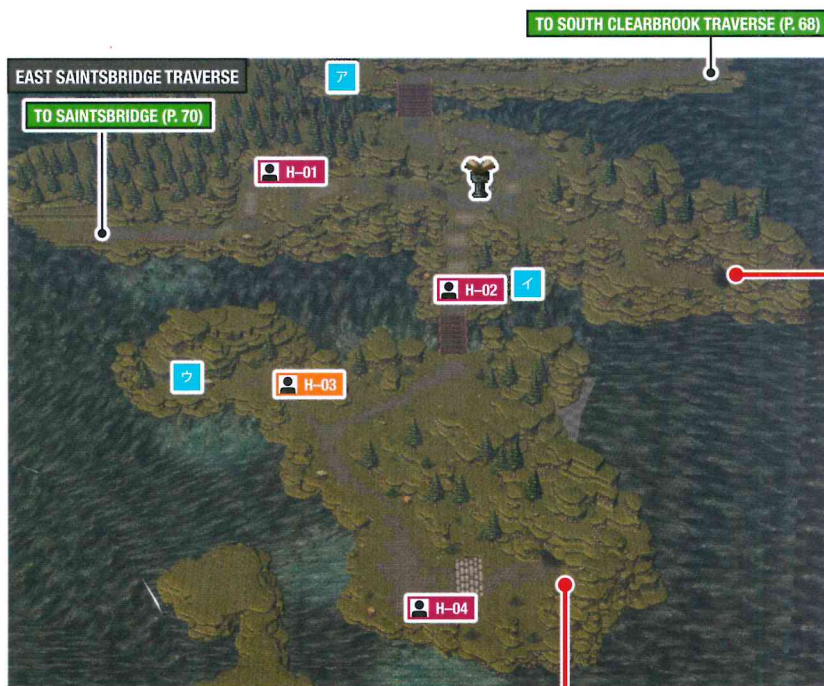
\*1: After defeating the boss version of Monarch, it appears randomly on the map.





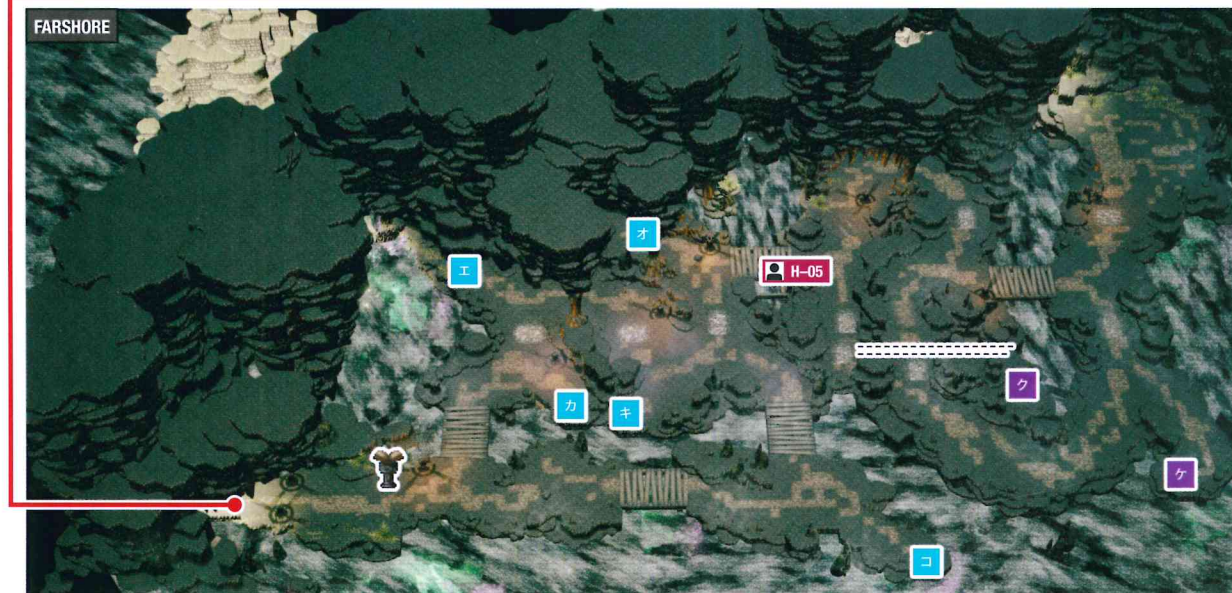
Riverlands 45 46 47

## East Saintsbridge Traverse, Shrine of the Healer & Farshore



### AVAILABLE ITEMS

ア	Herb of Healing
イ	Healing Grape (M)
ウ	Rare Stone
エ	Energizing Pomegranate (M)
オ	Ice Soulstone (L)
カ	Healing Grape Bunch
キ	Olive of Life (M)
ク	30,000 leaves
ケ	Clarity Stone
コ	Inspiring Plum Basket



### ◇ ENEMY LIST (EAST SAINTSBRIDGE TRAVERSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Froggen IV	0	1,338	Staff, Ice, Darkness	—	Inspiring Plum Basket (7%)
River Froggen V	0	1,518	Staff, Ice, Darkness	—	Noxroot (35%)
River Froggen VI	24	2,311	Sword, Axe, Ice	—	Healing Grape (M) (8%)
River Frogking I	24	5,545	Sword, Staff, Wind, Darkness	—	Healing Grape (M) (16%)
River Fly	*1	958	Spear, Bow, Ice, Wind	—	Addlewort (30%)
Horse Fly	24	1,658	Spear, Bow, Ice, Wind	—	Addlewort (35%)
River Bug	0	1,300	Sword, Axe, Staff, Darkness	—	Noxroot (30%)
Salamander	*1	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)
Collared Salamander	24	4,609	Dagger, Ice, Light	—	Olive Bloom (40%)
Reptilion	24	3,992	Axe	—	Healing Grape (M) (16%)

### ◇ ENEMY LIST (FARSHORE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ambling Bones	0	361	Staff, Wind, Light	Poison	Healing Grape Bunch (10%)
Marionette Bones	0	2,753	Staff, Wind, Light	Poison	Herb of Clarity (10%)
Puppet Bones	0	2,753	Staff, Fire, Light	Poison	Herb of Clarity (10%)
Buccaneer Bones	0	4,609	—	Poison	Hairbrush (4%)
Davy Bones	0	4,008	Dagger, Staff, Lightning, Light	Poison	Copper Lantern (4%)
Warrior Bones	0	3,741	Axe, Staff, Fire, Light	Poison	Bottle of Beludding Dust (4%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odds and Ends (4%)
Brigand Bones	0	7,369	Axe, Staff, Fire, Light	Poison	Herb of Valor (8%)
Light Elemental	0	2,888	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Wind Elemental	0	2,742	Ice, Lightning	Poison, Blindness, Sleep, Confusion	Wind Soulstone (M) (4%)

\*1: Appears at 0–23 progression points.

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ALFYN'S CHAPTER 3

OPHILIA'S CHAPTER 2

## Saintsbridge, Saintsbridge: Upstream & Saintsbridge: Cathedral

### ◆ AVAILABLE ITEMS

ア	Olive of Life	ク	H-09 Inspiring Plum (M)
イ	Herb of Valor	ケ	H-07 Copper-filled Pouch
ウ	Heavy Coin Pouch	コ	H-29 Odds and Ends
エ	Bottle of Sleeping Dust	サ	H-11 3,000 leaves
オ	Energizing Pomegranate (M)	シ	H-18 Healing Grape (M)
カ	Inspiring Plum (M)	ス	H-36 Inspiring Plum
キ	H-34 Refreshing Jam	セ	H-03 H-31 Ice Soulstone (M)

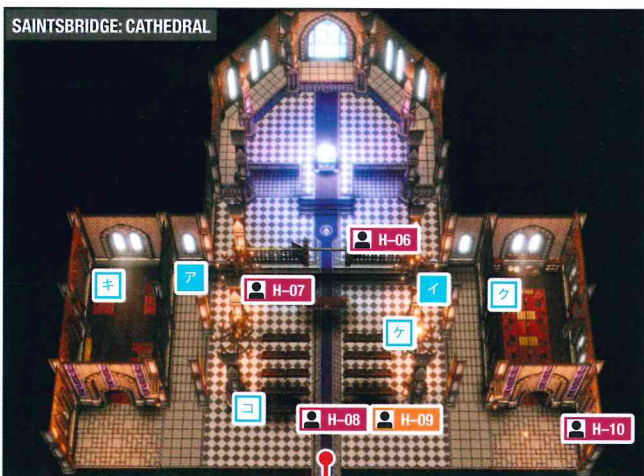
### ◆ SHOP DATA

#### P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Clarity	30
Herb of Awakening	30
Herb of Valor	30
Purifying Dust	3,200
Injurious Dust	100
Noxroot	5
Essence of Grape	40

#### A ARMORER (ADDITIONAL INFO H-17)

ITEM NAME	VALUE
Bear Cleaver	31,000
Elemental Hatchet	38,000
Oak Staff	8,000
Staff of Wonders	16,000
War Hammer	30,000
Elemental Shield	7,800
Spiked Shield	9,600
Saintly Tiara	2,760
Starlight Hat	7,200
Silent Bandana	15,600
Sorcerer's Robe	3,640
Enlightening Ring	2,200
Empowering Bracelet	6,500
Stimulating Bracelet	6,500

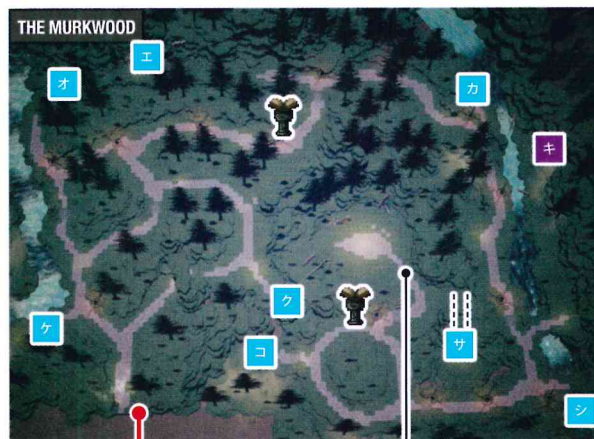
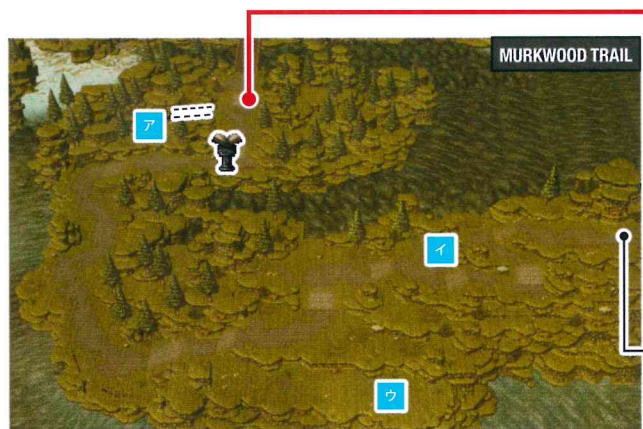






Riverlands 49 50

## Murkwood Trail & The Murkwood



BOSS HRÖÐVITNIR (P. 29)

TO SAINTSBRIDGE: UPSTREAM (P. 70)

### ◆ AVAILABLE ITEMS

ア	3,500 leaves	オ	Energizing Pomegranate (M)
イ	Herb of Awakening	カ	Healing Grape (M)
ウ	Inspiring Plum Basket	キ	Clarity Stone
エ	Kite Shield	ク	Olive of Life (M)

### ◆ ENEMY LIST (MURKWOOD TRAIL)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Fly	0	958	Spear, Bow, Ice, Wind	—	Addlewort (30%)
River Bug	0	1,300	Sword, Axe, Staff, Darkness	—	Noxroot (30%)
Salamander	0	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)
Reptalion	0	3,992	Axe	—	Healing Grape (M) (16%)

### ◆ ENEMY LIST (THE MURKWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Howler	0	1,303	Spear, Bow, Lightning	—	Essence of Pomegranate (30%)
Wanderweed	0	1,533	Sword, Fire	—	Addlewort (35%)
Shambling Weed	0	1,880	Sword, Axe, Fire	—	Essence of Pomegranate (30%)
Creeping Treant	0	2,196	Axe, Fire	—	Essence of Pomegranate (35%)



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## Rivira Woods

BOSS MIGUEL (P. 23)



### ◆ AVAILABLE ITEMS

ア	Gaolbreaker
イ	Refreshing Jam
ウ	Purifying Seed
エ	Purifying Dust
オ	Ice Amulet
カ	Injurious Dust
キ	Silver-filled Pouch
ク	Energizing Pomegranate (L)

### ◆ ENEMY LIST (RIVIRA WOODS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Horned Howler	0	1,976	Spear, Bow, Lightning	—	Essence of Pomegranate (35%)
Gargantuan Boar	0	5,063	Sword, Bow, Darkness	—	Olive Bloom (40%)
Reptalion	0	3,992	Axe	—	Healing Grape (M) (16%)
Mammoth Sheep	0	6,699	Bow, Darkness	—	Olive Bloom (40%)
Wind Elemental	0	2,742	Ice, Lightning	Poison, Blindness, Sleep, Confusion	Wind Soulstone (L) (4%)

### Townsperson

H-06 to H-39

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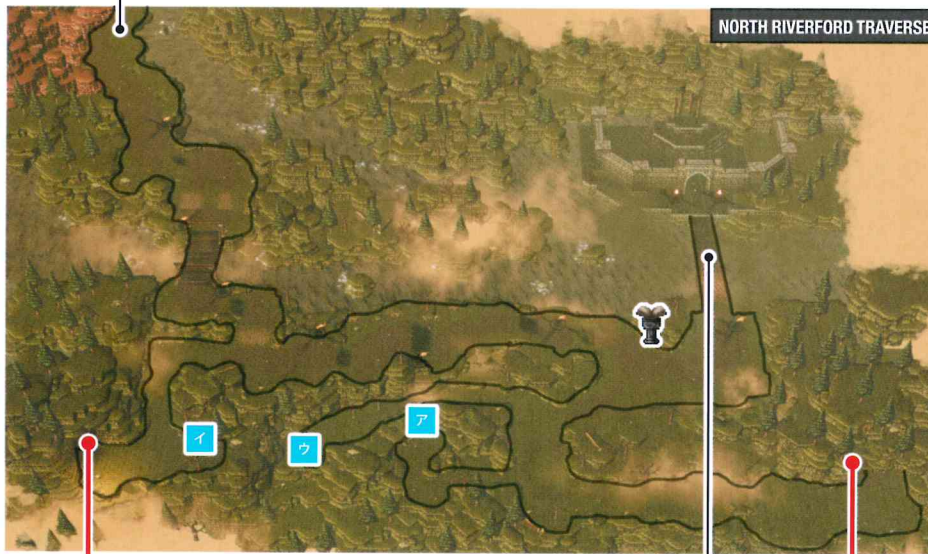
Sewers





## North Riverford Traverse, Shrine of the Warbringer & Refuge Ruins

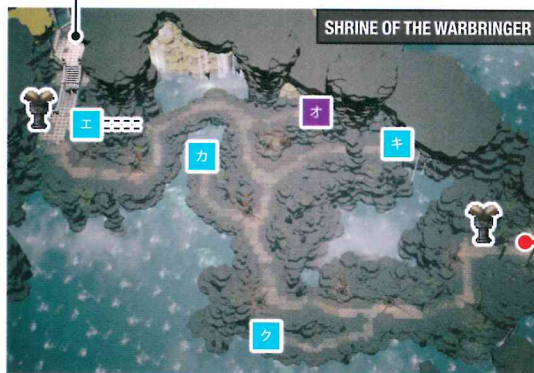
TO SOUTH OREWELL PASS (P. 81)



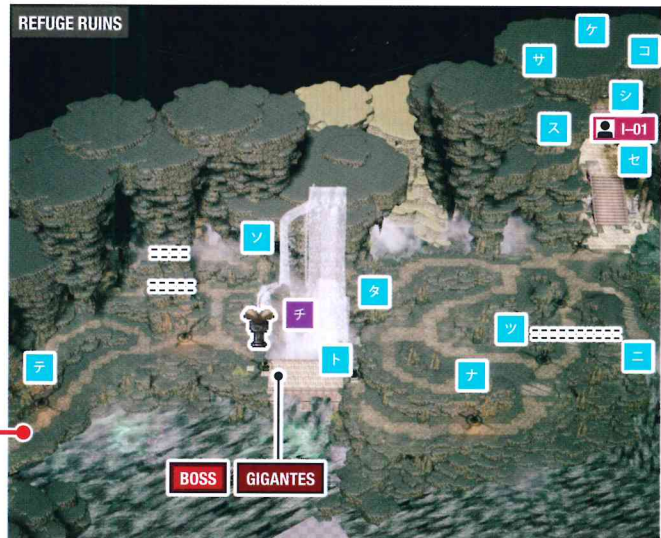
NORTH RIVERFORD TRAVERSE

TO RIVERFORD (P. 73)

ACCEPT THE TRIAL FROM THE ALTAR, DEFEAT WINNEHILD TO OBTAIN THE WARMASTER JOB (P. 48)



SHRINE OF THE WARBRINGER



REFUGE RUINS

BOSS GIGANTES

### ◆ AVAILABLE ITEMS

ア	Wind Soulstone (L)
イ	Herb of Revival
ウ	Silver-filled Pouch
エ	Revitalizing Jam
オ	30,000 leaves
カ	Herb of Revival
キ	Refreshing Jam
ク	Inspiring Plum Basket
ケ	Rusty Cup
コ	Force Shield
サ	Weathered Boots
シ	Scrap of Rope
ス	Map Fragment
セ	Old Coin
ソ	Refreshing Jam
タ	Energizing Pomegranate (L)
チ	Forbidden Blade
ツ	Clarity Stone
テ	Healing Grape (M)
ト	Enchanted Rod
ナ	Energizing Pomegranate (M)
ニ	Olive of Life (M)

### ◆ ENEMY LIST (SHRINE OF THE WARBRINGER)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Animated Armor	0	4,531	Axe, Staff, Ice, Light	Poison	Refreshing Jam (3%)
Flame Revenant	0	16,678	Sword, Bow, Staff, Ice	—	Inspiring Plum Basket (3%)
Dark Revenant	0	16,960	Sword, Bow, Staff, Light	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Thunder Revenant	0	16,678	Sword, Bow, Staff, Wind	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Flame Remnant Mk.II	0	7,040	Sword, Spear, Axe, Ice	Poison, Sleep, Confusion	Fire Soulstone (L) (4%)
Shadow Remnant Mk.II	0	6,908	Sword, Spear, Axe, Light	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)
Thunder Remnant Mk.II	0	7,487	Sword, Spear, Axe, Wind	Poison, Sleep, Confusion	Thunder Soulstone (L) (4%)

### ◆ ENEMY LIST (NORTH RIVERFORD TRAVERSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Frogking I	0	5,545	Sword, Staff, Wind, Darkness	—	Healing Grape (M) (16%)
River Frogking II	0	6,184	Sword, Staff, Wind, Darkness	—	Noxroot (40%)
River Frogking III	0	5,977	Dagger, Bow, Ice	—	Healing Grape Bunch (12%)
Horned Fly	0	4,796	Spear, Bow, Ice, Wind	—	Addlewort (35%)
Lord of the Files	0	5,163	Spear, Bow, Ice, Wind	—	Addlewort (40%)
Etlin Asp	0	6,993	Dagger, Axe, Fire	—	Bottle of Poison Dust (10%)
Blue Bull	0	12,908	Sword, Light	—	Olive of Life (15%)

### ◆ ENEMY LIST (REFUGE RUINS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
River Frogking I	0	5,545	Sword, Staff, Wind, Darkness	—	Healing Grape (M) (16%)
River Frogking II	0	6,184	Sword, Staff, Wind, Darkness	—	Noxroot (40%)
River Frogking III	0	5,977	Dagger, Bow, Ice	—	Healing Grape Bunch (12%)
Giant Gator	0	11,831	Spear, Axe, Lightning	—	Olive of Life (M) (4%)
Collared Salamander	0	4,609	Dagger, Ice, Light	—	Olive Bloom (40%)
Gigantes	0	21,822	Dagger, Bow, Ice, Wind	—	Revitalizing Jam (3%)

\*1: After defeating the boss version of Gigantes, it appears randomly on the map.





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OLBERIC'S CHAPTER 4



# Riverford, Lower Riverford & Manse Gardens



LOWER RIVERFORD

Townsperson

I-01 to I-24

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TO LORD'S MANSE 1 (P. 74)

MANSE GARDENS

OLBERIC'S CHAPTER 4  
—BECOMES ACCESSIBLE

TO HIDDEN PATH TO LORD'S MANSE (P. 74)

## AVAILABLE ITEMS

(7)	Adamantine Shield
イ	Herb of Valor
(7)	Revitalizing Jam
(工)	I-09 Energizing Pomegranate (M)
(オ)	I-14 Silver-filled Pouch
カ	I-12 Healing Grape (M)
キ	I-21 Fire Soulstone (L)
ク	I-02 Silver Clock

## SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO I-04)

ITEM NAME	VALUE
Platinum Sword	30,000
Blade of Bravery	38,000
Dragon Saber	58,000
Jade Lance	46,000
Knight's Shield	19,200
Platinum Helm	21,600
Platinum Armor	26,400
Sprightly Bracelet	5,800
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Healing	30
Herb of Awakening	30
Injurious Dust	100
Ruinous Seed	2,600
Ruinous Dust	3,200
Essence of Grape	40



RIVERFORD

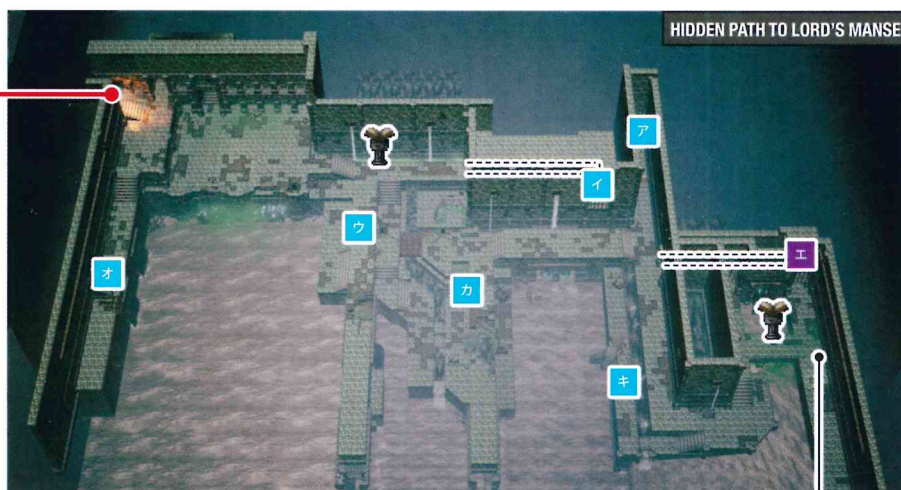
TO NORTH RIVERFORD TRAVERSE (P. 72)





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## Hidden Path to Lord's Manse & Lord's Manse



HIDDEN PATH TO LORD'S MANSE

### ◇ AVAILABLE ITEMS

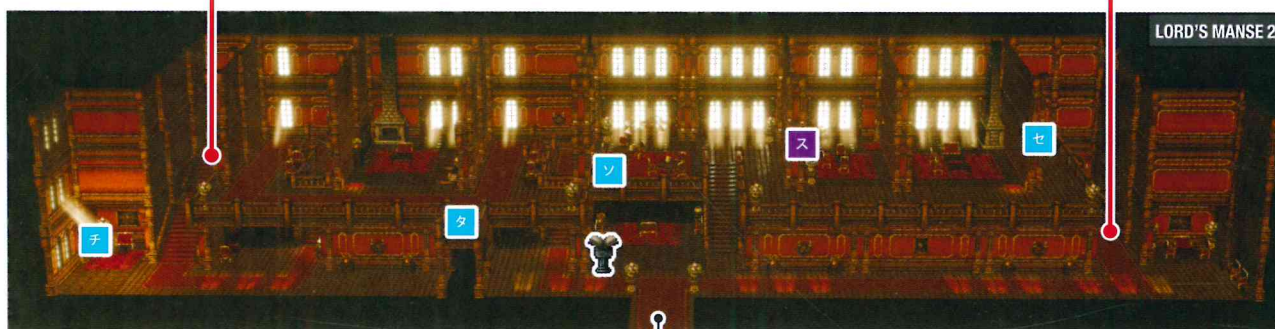
ア	Olive of Life (M)
イ	Silver-filled Pouch
ウ	Inspiring Plum Basket
エ	Imperial Helm
オ	Healing Grape (M)
カ	Ice Soulstone (L)
キ	Herb of Valor
ク	Silver-filled Pouch
ケ	Blizzard Amulet
コ	Inspiring Plum Basket
サ	Energizing Pomegranate (L)
シ	Healing Grape (M)
ス	Rune Hatchet
セ	Inspiring Plum (M)
ソ	Clarity Stone
タ	Healing Grape Bunch
チ	Refreshing Jam

LOWER RIVERFORD (P. 73)

BOSS WERNER (P. 19)



LORD'S MANSE 1



LORD'S MANSE 2

TO MANSE GARDENS (P. 73)

### ◇ ENEMY LIST (HIDDEN PATH TO LORD'S MANSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Mad Ratkin	0	5,888	Spear, Lightning, Light	—	Healing Grape Bunch (6%)
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Horned Fly	0	4,796	Spear, Bow, Ice, Wind	—	Addlewort (35%)
Lord of the Flies	0	5,163	Spear, Bow, Ice, Wind	—	Addlewort (40%)
Gooley Slug	0	7,759	Dagger, Light	—	Inspiring Plum (M) (7%)
Giant Gator	0	11,831	Spear, Axe, Lightning	—	Olive of Life (M) (4%)

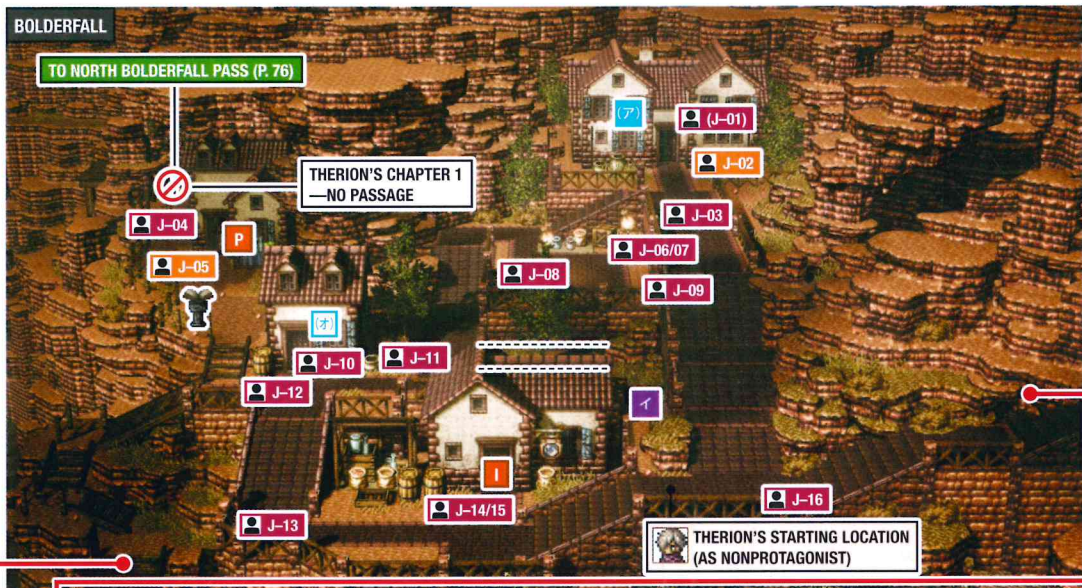
### ◇ ENEMY LIST (LORD'S MANSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Werner's Man I	0	6,479	Sword, Dagger, Fire	—	Healing Grape Bunch (6%)
Werner's Man II	0	5,379	Sword, Dagger, Fire	—	Healing Grape Bunch (6%)
Werner's Man III	0	5,202	Sword, Dagger, Fire	—	Energizing Pomegranate (M) (5%)
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Fire Guardian Mk.II	0	5,609	Sword, Dagger, Bow, Ice	—	Fire Soulstone (M) (4%)
Shadow Guardian Mk.II	0	5,693	Sword, Dagger, Bow, Light	Poison, Sleep, Confusion	Shadow Soulstone (M) (4%)
Flame Curator Mk.II	0	7,173	Spear, Bow, Ice	Poison, Sleep, Confusion	Fire Soulstone (M) (4%)
Dark Curator Mk.II	0	6,936	Spear, Bow, Light	Poison, Sleep, Confusion	Shadow Soulstone (M) (4%)





## Bolderfall, Lower Bolderfall & Ravus Manor Gate



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J-01 to J-39

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### AVAILABLE ITEMS

(ア)	1,000 leaves
イ	Stinging Dagger
ウ	Broadsword
エ	Iron Helm
(オ)	J-12 Falcon Dagger
カ	J-21 War Spear
キ	J-29 Elusive Shield
ク	J-28 Weathered Boots
ケ	J-27 Dirty Ball of Cloth

### SHOP DATA

#### P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Clarity	30
Herb of Valor	30
Soothing Seed	5
Injurious Seed	5
Essence of Grape	40

#### A ARMORER (ADDITIONAL INFO J-16)

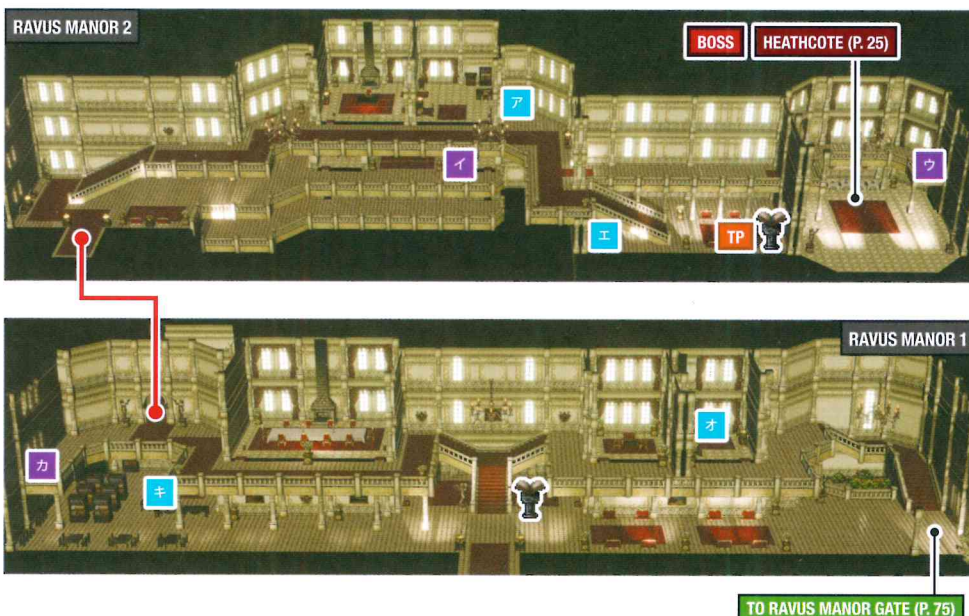
ITEM NAME	VALUE
Iron Sword	800
Feather Saber	2,200
Greatsword	7,500
Iron Dagger	800
Arcane Knife	2,200
Arcane Hatchet	1,800
Magus Hatchet	18,000
Wolf's Bow	2,600
Elemental Bow	22,000
Round Shield	600
Sturdy Shield	900
Feathered Hat	660
Black Cap	1,260
Bronze Vest	1,080
Black Attire	1,800
Enlightening Earring	280
Unerring Earring	280





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## Ravus Manor



### ◆ AVAILABLE ITEMS

ア	Healing Grape
イ	Wind Attire
ウ	Invigorating Nut
エ	Bottle of Befuddling Dust
オ	Healing Grape
カ	800 leaves
キ	Inspiring Plum

### ◆ SHOP DATA

#### TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

### ◆ ENEMY LIST (RAVUS MANOR)

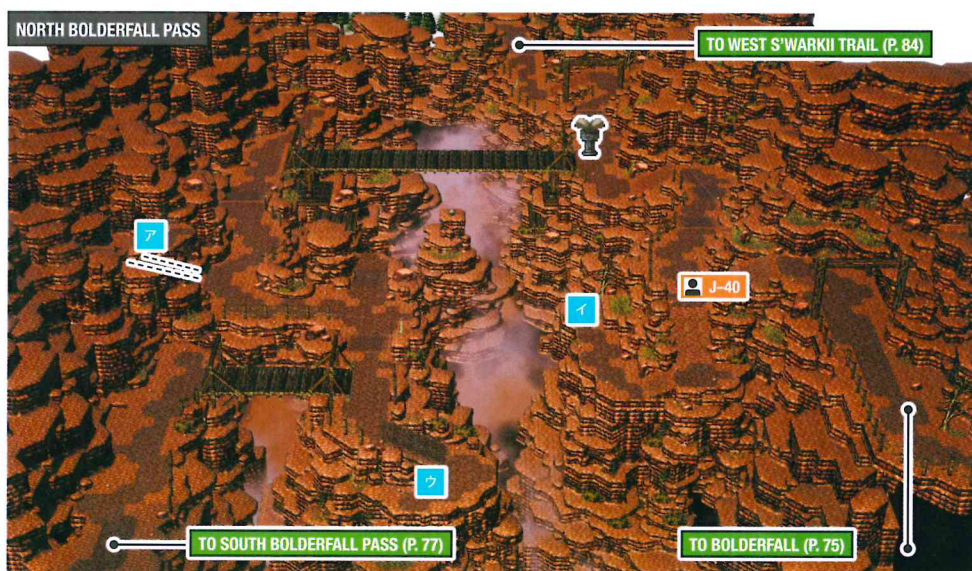
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ravus Guard I	0	331	Sword, Dagger, Axe	—	Fire Soulstone (4%)
Ravus Guard II	0	342	Fire, Ice	—	Healing Grape Bunch (10%)
Ravus Guard III	3	884	Dagger, Bow, Lightning	—	Inspiring Plum Basket (7%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sentinel	3	648	Sword, Spear, Axe, Bow, Staff	Poison, Sleep, Confusion	Olive of Life (4%)
Ice Sentinel	0	330	Sword, Spear, Axe, Staff, Fire	Poison, Sleep, Confusion	Ice Soulstone (4%)
Guard Dog	3	459	Dagger, Axe, Fire, Lightning	—	Addlewort (30%)



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## North Bolderfall Pass



### ◆ AVAILABLE ITEMS

ア	1,000 leaves
イ	Healing Grape
ウ	Olive of Life

### ◆ ENEMY LIST (NORTH BOLDERFALL PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Cliff Birdian I	0	285	Sword, Spear, Axe, Light	—	Healing Grape Bunch (10%)
Cliff Birdian II	0	299	Sword, Spear	—	Sleepweed (30%)
Cliff Birdian III	3	527	Sword, Spear, Axe, Light	—	Inspiring Plum Basket (7%)
Egging	0	369	Sword, Spear, Axe	—	Addlewort (30%)

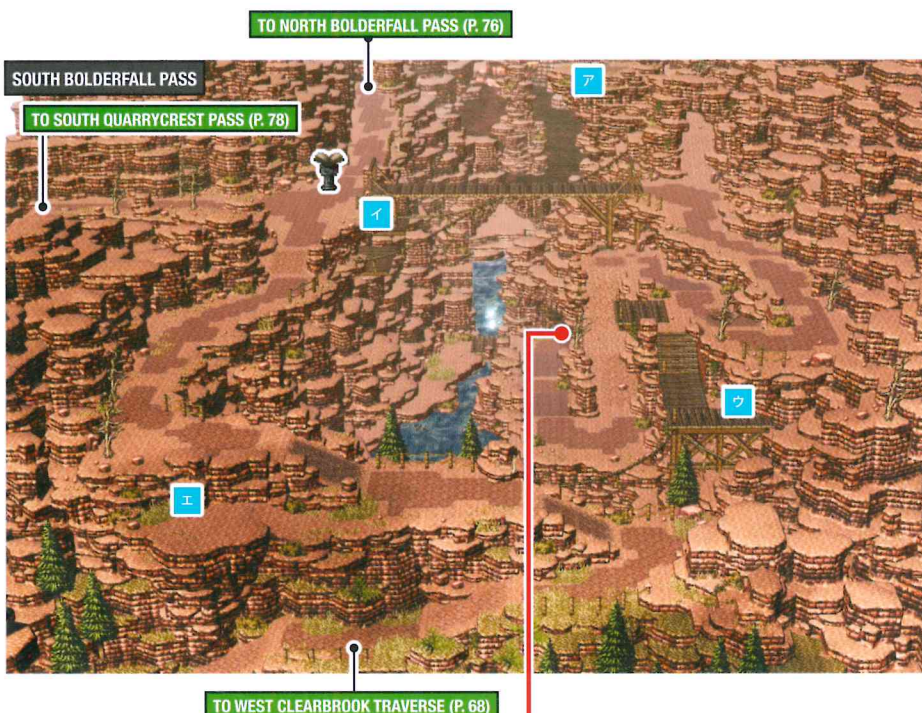
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Hatchling	3	631	Sword, Spear, Axe	—	Addlewort (35%)
Laughing Hyena	0	359	Axe, Bow, Fire	—	Sleepweed (30%)
Great Condor	4	1,508	Spear, Bow	—	Olive Bloom (30%)





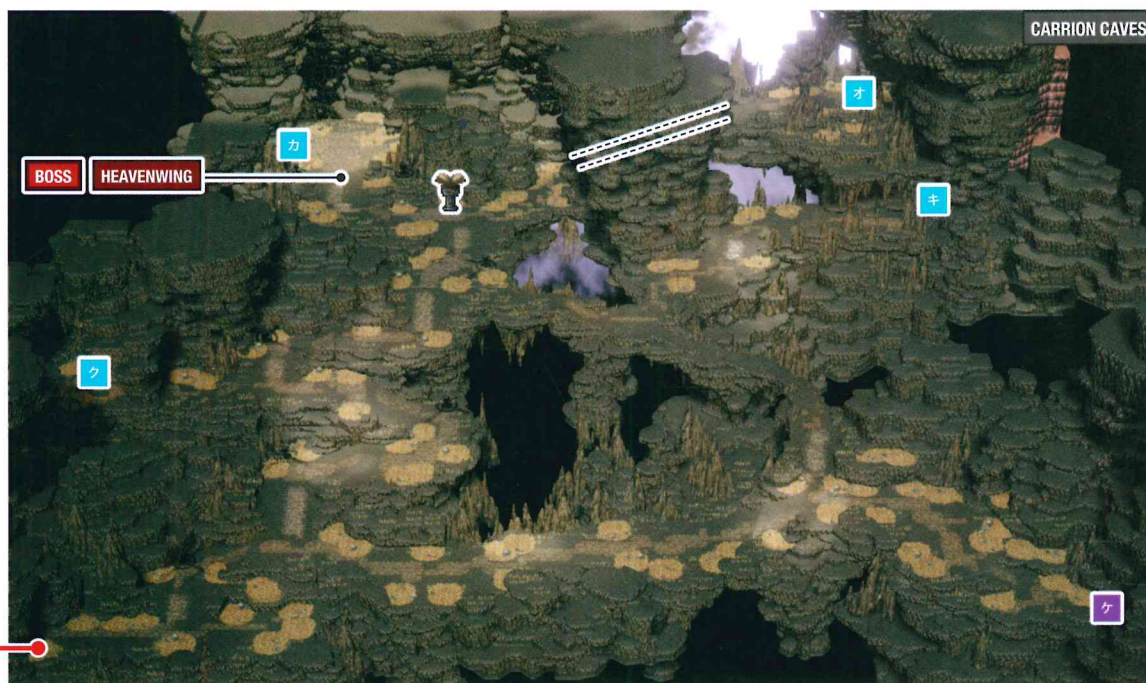
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## South Bolderfall Pass & Carrion Caves



### ◆ AVAILABLE ITEMS

ア	Wind Soulstone
イ	Herb of Awakening
ウ	Inspiring Plum (M)
エ	Healing Grape
オ	6,000 leaves
カ	Enchanted Axe
キ	Inspiring Plum (M)
ク	Olive of Life (M)
ケ	Tough Nut



### ◆ ENEMY LIST (SOUTH BOLDERFALL PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Cliff Birdian I	0	285	Sword, Spear, Axe, Light	—	Healing Grape Bunch (10%)
Cliff Birdian II	0	299	Sword, Spear, Axe, Light	—	Sleepweed (30%)
Cliff Birdian III	3	527	Spear, Dagger, Fire, Darkness	—	Inspiring Plum Basket (7%)
Egging	0	369	Sword, Spear, Axe	—	Addlewort (30%)
Hatchling	3	631	Sword, Spear, Axe	—	Addlewort (35%)
Laughing Hyena	0	359	Axe, Bow, Fire	—	Sleepweed (30%)
Great Condor	4	1,508	Spear, Bow	—	Olive Bloom (30%)

### ◆ ENEMY LIST (CARRION CAVES)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dread Falcon	0	504	Spear, Dagger, Bow, Wind, Darkness	—	Essence of Pomegranate (35%)
Tempest Falcon	0	1,390	Spear, Dagger, Bow, Wind	—	Essence of Pomegranate (35%)
Great Condor	0	1,508	Spear, Bow	—	Olive Bloom (30%)
King Condor	0	4,209	Spear, Bow	—	Olive Bloom (40%)
Night Raven	0	900	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Dire Night Raven	0	3,407	Spear, Dagger, Bow, Wind	—	Addlewort (35%)
Ash Raven	0	1,737	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Dire Ash Raven	0	3,945	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Crawly Fledgling	0	3,320	Sword, Axe, Lightning	—	Healing Grape (M) (8%)
Heavenwing *1	0	9,704	Spear, Bow, Darkness	—	Revitalizing Jam (3%)

\*1: After defeating the boss version of Heavenwing, it appears randomly on the map.

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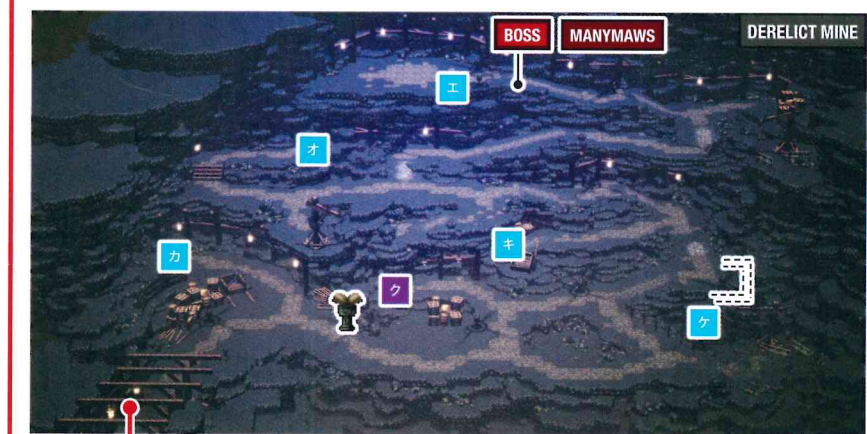
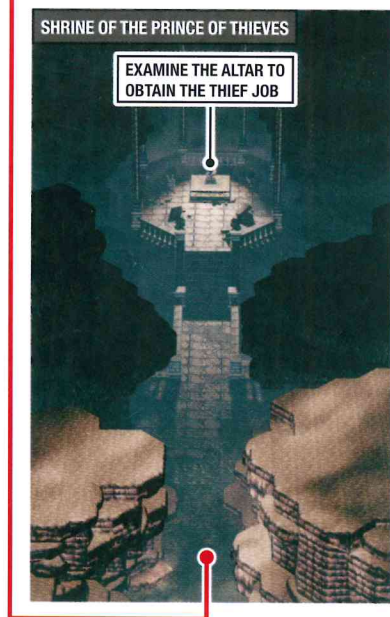
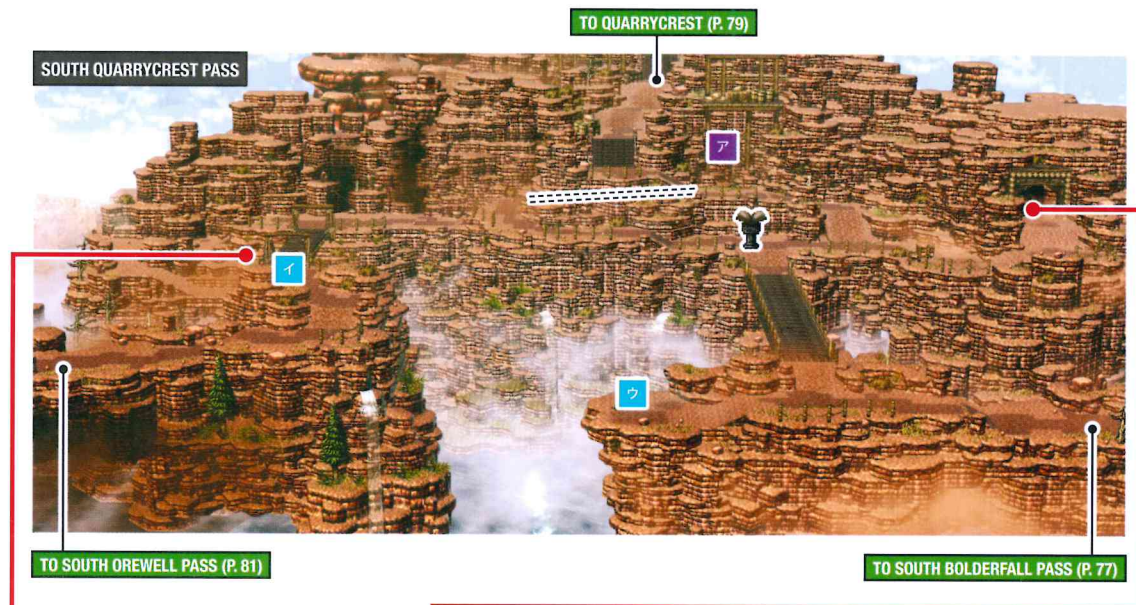
Sewers





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## South Quarrycrest Pass, Shrine of the Prince of Thieves & Derelict Mine



### ◆ AVAILABLE ITEMS

ア	Fire Amulet
イ	Energizing Pomegranate
ウ	Herb of Valor
エ	Carnage Blade
オ	Olive of Life (L)
カ	Wind Soulstone (L)
キ	Inspiring Plum (M)
ク	Conscious Stone
ケ	10,000 leaves

### ◆ ENEMY LIST (SOUTH QUARRYCREST PASS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Cliff Birdian IV	0	956	Sword, Spear, Axe, Lightning	—	Healing Grape (M) (8%)
Cliff Birdian V	0	1,085	Sword, Spear, Axe, Lightning	—	Sleepweed (35%)
Cliff Birdian VI	16	2,100	Spear, Axe, Darkness	—	Inspiring Plum Basket (7%)
Cliff Birding I	24	4,736	Sword, Spear, Staff, Lightning	—	Inspiring Plum (M) (14%)
Lloris	*1	928	Dagger, Fire, Wind	—	Addlewort (30%)
Long-eared Lloris	24	1,710	Dagger, Fire, Wind	—	Addlewort (35%)
Two-handed Hatchling	0	1,068	Sword, Spear, Axe	—	Addlewort (35%)
Great Condor	*2	1,506	Spear, Bow	—	Olive Bloom (30%)
King Condor	24	4,209	Spear, Bow	—	Olive Bloom (40%)
Armor Eater	0	2,421	Sword, Axe, Wind	—	Sleepweed (35%)

\*1: Appears at 0-23 progression points. \*2: Appears at 0-31 progression points. \*3: After defeating the boss version of Manyaws, it appears randomly on the map.

### ◆ ENEMY LIST (DERELICT MINE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Fire Elemental	0	2,742	Ice, Wind	Poison, Blindness, Sleep, Confusion	Fire Soulstone (L) (4%)
Dark Elemental	0	2,888	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Flame Curator	0	4,557	Spear, Bow, Staff, Ice	Poison, Sleep, Confusion	Fire Soulstone (4%)
Dark Curator	0	4,790	Spear, Bow, Staff, Light	Poison, Sleep, Confusion	Shadow Soulstone (4%)
Skull Roller	0	706	Spear, Ice, Darkness	—	Olive of Life (6%)
Mutani Mushroom	0	3,129	Dagger, Fire	—	Herb of Healing (15%)
Skulking Fungoid	0	3,067	Spear, Ice	—	Herb of Clamor (15%)
Marionette Bones	0	2,753	Staff, Wind, Light	Poison	Herb of Clarity (10%)
Puppet Bones	0	2,753	Staff, Fire, Light	Poison	Herb of Clarity (10%)
Brawler Bones	0	5,196	Axe, Staff, Fire, Light	Poison	Olive of Life (M) (4%)
Manyaws *3	0	14,920	Sword, Axe, Fire	—	Revitalizing Jam (3%)

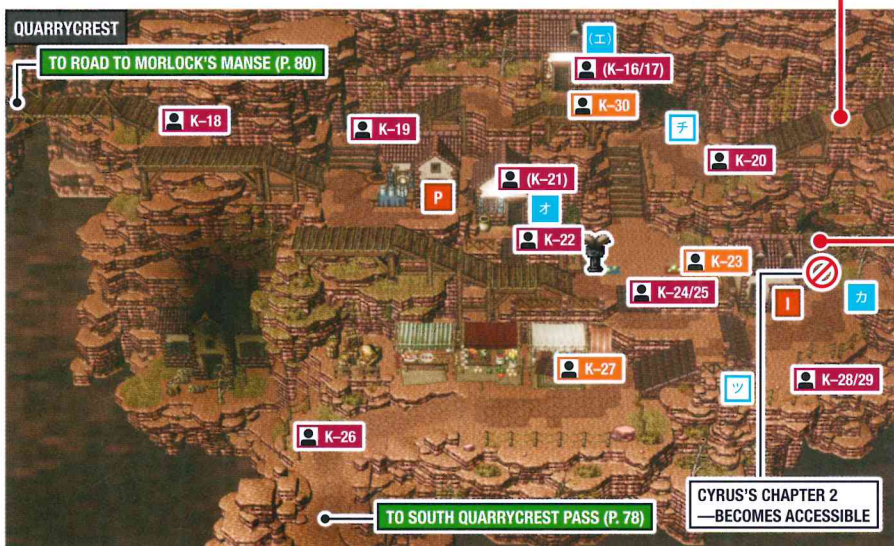




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## Quarrycrest, Quarrycrest Mines & Sewers

MAP  
MAP DATA



### AVAILABLE ITEMS

ア	Fool's Gold Ore
イ	Healing Grape Bunch
ウ	Herb of Valor
(エ)	Wind Soulstone (M)
オ	Dubious Gold Ore
カ	Pseudo Gold
キ	Healing Grape Bunch
ク	Energizing Pomegranate (L)
ケ	Sprightly Ring
コ	Fire Soulstone (M)
サ	Bottle of Befuddling Dust
シ	Snipe Saber
ス	Inspiring Plum Basket
セ	K-15 Refreshing Jam
ソ	K-07 Fool's Gold Ore
(タ)	K-13 Olive of Life (M)
チ	K-20 Pseudo Gold
ツ	K-21 Fire Soulstone (L)

### SHOP DATA

ITEM NAME	VALUE
Bandit's Spear	10,000
Heavy Lance	15,000
Magus Glaive	32,000
Hill Cleaver	40,000
Flail	8,000
Staff of Wonders	16,000
Kite Shield	2,400
Plate Shield	3,120
Saintly Tiara	2,760
Silver Helm	3,600
Silver Vest	4,160

ITEM NAME	VALUE
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Clarity	30
Herb of Valor	30
Purifying Dust	3,200
Injurious Dust	100
Noxroot	5

### ENEMY LIST (SEWERS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Shadow Bat	0	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Sticky Slug	0	3,342	Dagger, Light	—	Energizing Pomegranate (M) (5%)
Salamander	0	1,652	Dagger, Ice, Light	—	Olive Bloom (30%)
Wind Wisp	0	1,834	Lightning, Light	Poison, Blindness, Sleep, Confusion	Wind Soulstone (4%)
Thunder Wisp	0	1,834	Wind, Darkness	Poison, Blindness, Sleep, Confusion	Thunder Soulstone (4%)
Marionette Bones	0	2,753	Staff, Wind, Light	Poison	Herb of Clarity (10%)
Puppet Bones	0	2,753	Staff, Fire, Light	Poison	Herb of Clarity (10%)

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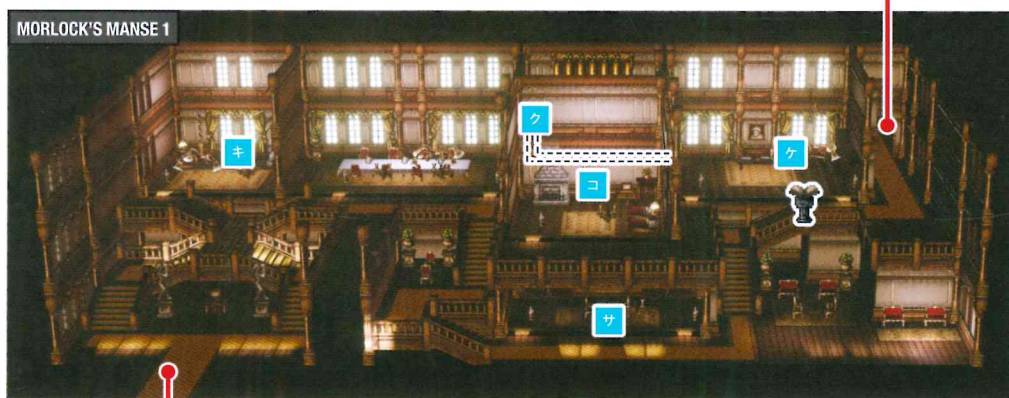
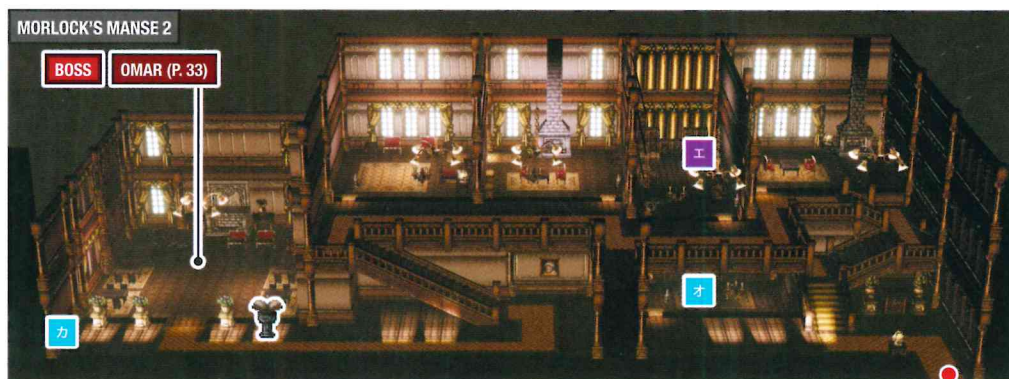
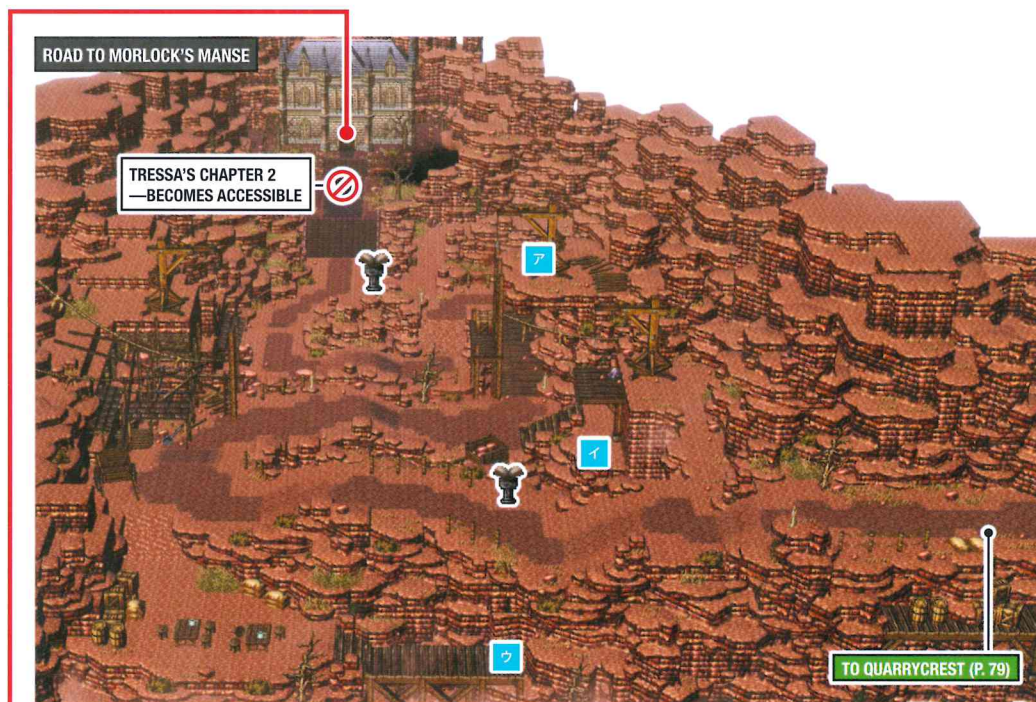
Quarrycrest  
Mines

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## Road to Morlock's Manse & Morlock's Manse



### ◇ AVAILABLE ITEMS

ア	5,000 leaves
イ	Inspiring Plum
ウ	Healing Grape (M)
エ	Hasty Helm
オ	Refreshing Jam
カ	Olive of Life (M)
キ	Healing Grape (M)
ク	6,000 leaves
ケ	Conscious Stone
コ	Wind Soulstone (M)
サ	Energizing Pomegranate (M)

### ◇ ENEMY LIST (ROAD TO MORLOCK'S MANSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Two-handed Hatchling	0	1,068	Sword, Spear, Axe	—	Addlewort (35%)
Great Condor	0	1,306	Spear, Bow	—	Olive Bloom (30%)
Armor Eater	0	2,421	Sword, Axe, Wind	—	Sleepweed (35%)
Lions	0	926	Dagger, Fire, Wind	—	Addlewort (30%)

### ◇ ENEMY LIST (MORLOCK'S MANSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
War Dog	0	1,476	Axe, Bow, Fire, Lightning	—	Addlewort (35%)
Tempesti Falcon	0	1,390	Spear, Dagger, Bow, Wind	—	Essence of Pomegranate (35%)
Sentinel	0	648	Sword, Spear, Axe, Bow, Staff	Poison, Sleep, Confusion	Olive of Life (4%)
Thunder Sentinel	0	835	Sword, Spear, Axe, Staff, Wind	Poison, Sleep, Confusion	Thunder Soulstone (4%)
Morlock's Mercenary I	0	1,161	Spear, Dagger, Ice, Darkness	—	Pseudo Gold (10%)
Morlock's Mercenary II	0	1,012	Spear, Dagger, Ice	—	Pseudo Gold (10%)



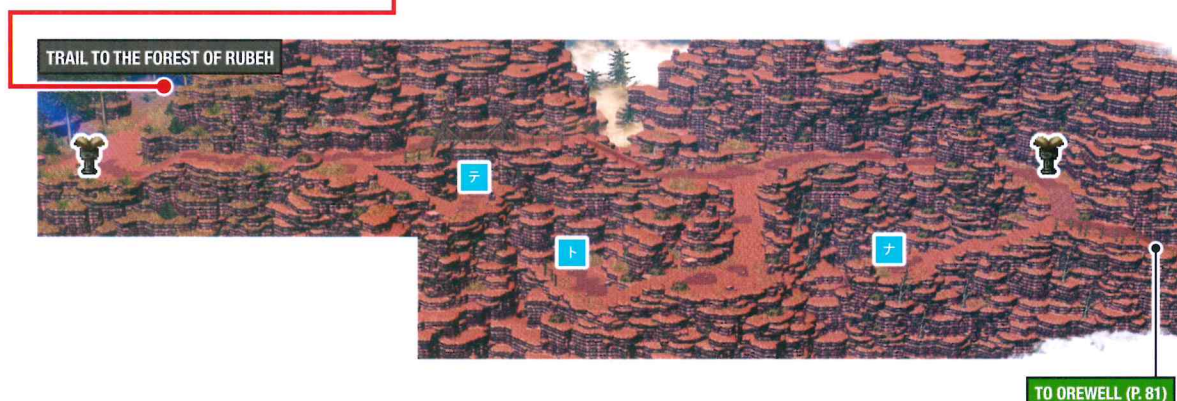






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## Trail to the Forest of Rubeh & Forest of Rubeh



### ◇ AVAILABLE ITEMS

ア	Imperial Armor
イ	Healing Grape (M)
ウ	Healing Grape Bunch
エ	Herb of Healing
オ	Conscious Stone
カ	Augmented Bow of the Falcon
キ	Revitalizing Jam
ク	30,000 leaves
ケ	Herb of Clarity
コ	Energizing Pomegranate (M)
サ	Ruinous Dust
シ	Energizing Pomegranate (M)
ス	Wind Soulstone (M)
セ	Ruinous Seed
ソ	Silver-filled Pouch
タ	Inspiring Plum (M)
チ	Purifying Seed
ツ	Inferno Amulet
テ	Energizing Pomegranate (M)
ト	20,000 leaves
ナ	Purifying Dust

### ◇ ENEMY LIST (FOREST OF RUBEH 1)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Devil Deer	0	8,801	Axe, Staff, Lightning, Wind	—	Olive of Life (L) (4%)
Menacing Manticores	0	5,281	Sword, Bow, Staff, Wind	—	Healing Grape Bunch (12%)
Giant Eagle	0	7,303	Spear	—	Large Feather (6%)
Wind Elemental	0	2,742	Ice, Lightning	Poison, Blindness, Sleep, Confusion	Wind Soulstone (L) (4%)

### ◇ ENEMY LIST (FOREST OF RUBEH 2)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Devil Deer	0	8,801	Axe, Staff, Lightning, Wind, Darkness	—	Olive of Life (L) (4%)
Menacing Manticores	0	5,281	Sword, Bow, Staff, Wind	—	Healing Grape Bunch (12%)
Wind Elemental	0	2,742	Ice, Lightning	Poison, Blindness, Sleep, Confusion	Wind Soulstone (L) (4%)
Etlin Snake	0	8,516	Dagger, Axe, Ice	—	Bottle of Befuddling Dust (10%)
Killer Chameleon	0	5,809	Axe, Ice	—	Olive Bloom (45%)

### ◇ ENEMY LIST (TRAIL TO THE FOREST OF RUBEH)

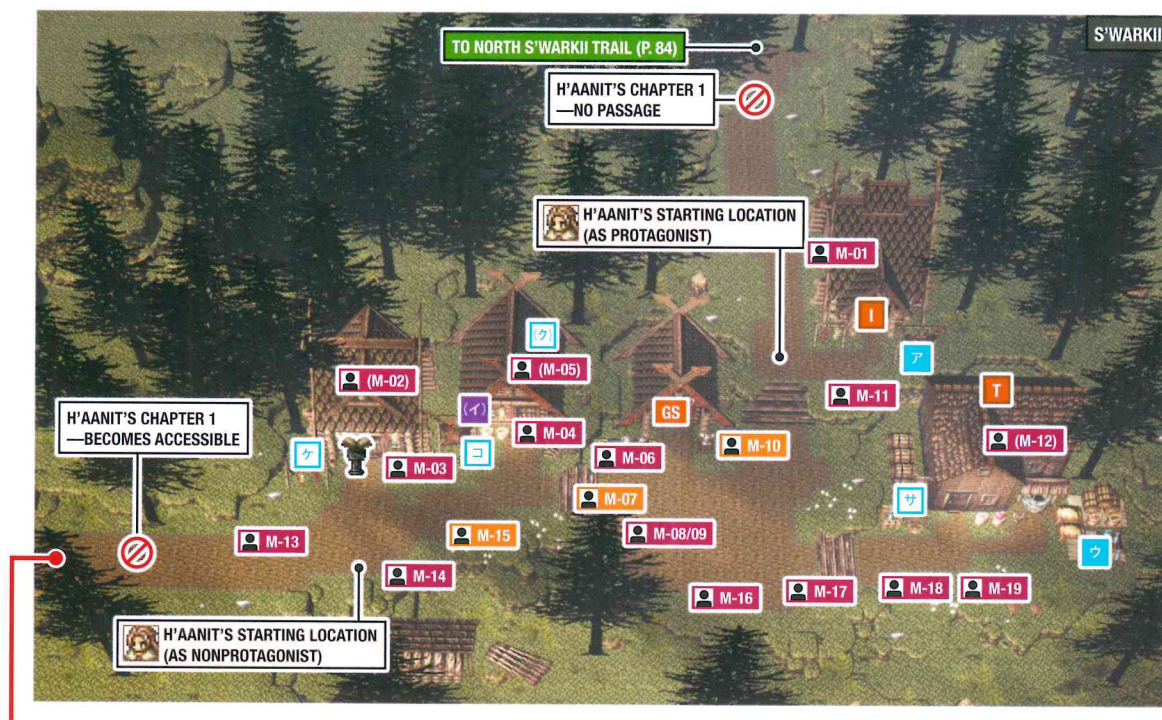
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Creepy Fledgling	0	3,542	Sword, Axe, Lightning	—	Healing Grape (M) (16%)
Dreadwing	0	7,173	Spear, Bow, Lightning, Light	—	Large Feather (6%)
Woolly Spider	0	5,398	Sword, Axe, Staff, Lightning	—	Addlewort (40%)
Bloody Rhino	0	6,645	Sword, Axe, Staff, Ice	—	Olive of Life (15%)





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## S'warkii & Path to the Whisperwood



### ◆ ENEMY LIST (PATH TO THE WHISPERWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Forest Ratkin I	0	441	Dagger, Axe, Lightning, Light	—	Healing Grape Bunch (10%)
Forest Ratkin II	0	418	Dagger, Axe, Lightning, Light	—	Essence of Grape (30%)
Forest Ratkin III	3	843	Spear, Axe, Fire	—	Inspiring Plum Basket (7%)
Marmot	0	369	Bow, Staff, Fire	—	Essence of Pomegranate (30%)
Majestic Marmot	3	702	Bow, Staff, Fire	—	Essence of Pomegranate (35%)
Mossy Meep	0	418	Sword, Axe, Staff	—	Essence of Pomegranate (30%)
Giant Boar	4	1,724	Sword, Bow, Darkness	—	Olive Bloom (30%)

### ◆ SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO M-13)	
ITEM NAME	VALUE
Battle Axe	2,000
Composite Bow	800
Wolf's Bow	2,600
Soldier's Longbow	12,000
Round Shield	600
Bronze Helm	840
Bronze Armor	1,200
Falcon Garb	8,160
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Light	30
Herb of Awakening	30
Herb of Revival	30
Soothing Dust	100
Noxroot	5

### ◆ AVAILABLE ITEMS

ア	Healing Grape
イ	Stone Bow
ウ	Inspiring Plum
エ	Inspiring Plum
オ	500 leaves
カ	Healing Grape
キ	Shadow Soulstone
ク	M-19 1,000 leaves
ケ	M-03 Olive of Life
コ	M-07 to M-09 Ice Soulstone
サ	M-02 Inspiring Plum (M)

### Townsperson

M-01 to M-19

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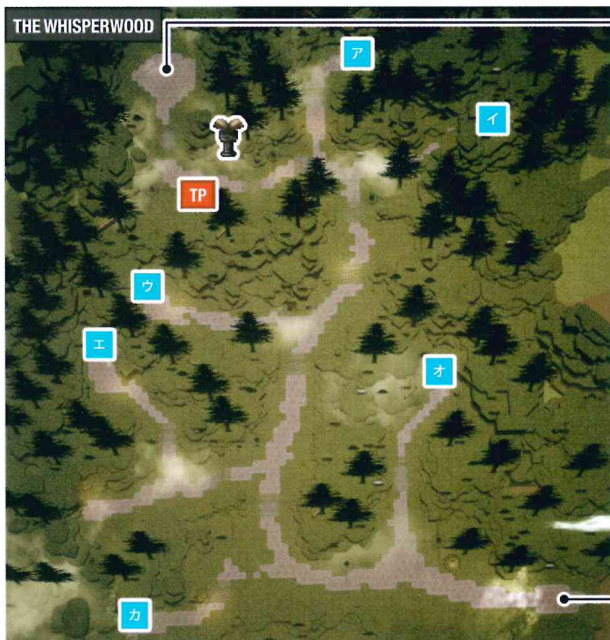
Ruins of Eld





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## The Whisperwood



BOSS GHISARMA (P. 27)

### TO PATH TO THE WHISPERWOOD (P. 83)

#### ◇ AVAILABLE ITEMS

ア	Energizing Pomegranate
イ	Bronze Vest
ウ	600 leaves
エ	Inspiring Plum
オ	Healing Grape
カ	Shadow Soulstone

#### ◇ SHOP DATA

TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

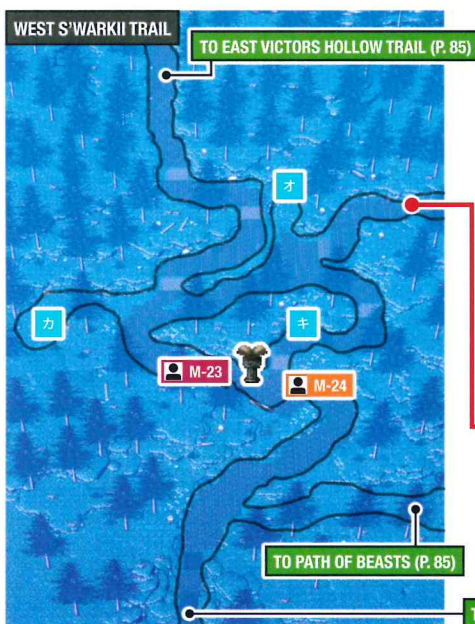
#### ◇ ENEMY LIST (THE WHISPERWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Forest Ratkin I	0	441	Dagger, Axe, Lightning, Light	—	Healing Grape Bunch (10%)
Forest Ratkin II	0	418	Dagger, Axe, Lightning, Light	—	Essence of Grape (30%)
Forest Ratkin III	3	843	Spear, Axe, Fire	—	Inspiring Plum Basket (7%)
Forest Fox	0	319	Sword, Dagger, Bow	—	Inspiring Plum Basket (7%)
Red Fox	3	576	Dagger, Bow, Staff	—	Inspiring Plum Basket (12%)
Gabbrodllo	0	370	Sword, Axe, Light	—	Essence of Grape (30%)
Manticore	2	642	Sword, Bow, Wind	—	Healing Grape (M) (16%)



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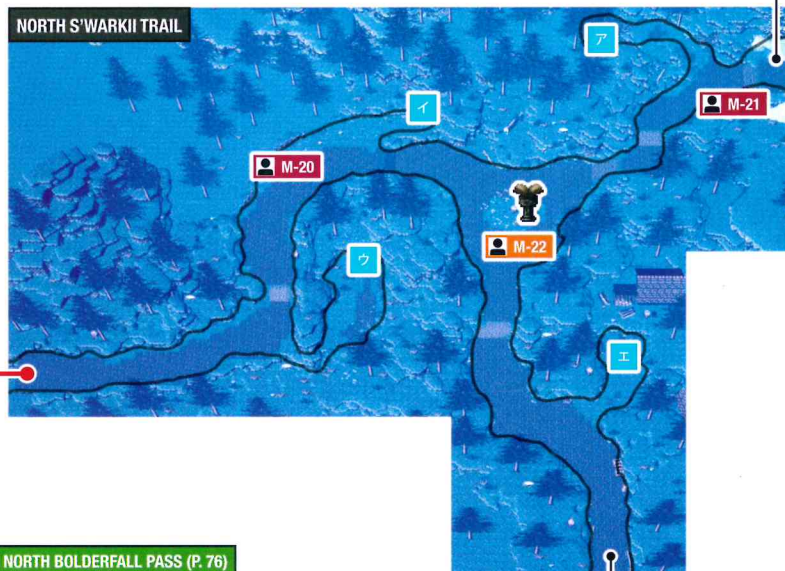
## North S'warkii Trail, West S'warkii Trail & Path of Beasts



### TO EAST VICTORS HOLLOW TRAIL (P. 85)

### TO PATH OF BEASTS (P. 85)

### TO NORTH BOLDERFALL PASS (P. 76)



### TO WESTERN FLAMESGRACE WILDS (P. 92)

### TO S'WARKII (P. 83)

#### ◇ ENEMY LIST (NORTH S'WARKII TRAIL & WEST S'WARKII TRAIL)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Forest Ratkin I	0	441	Dagger, Axe, Lightning, Light	—	Healing Grape Bunch (10%)
Forest Ratkin II	0	418	Dagger, Axe, Lightning, Light	—	Essence of Grape (30%)
Forest Ratkin III	3	843	Spear, Axe, Fire	—	Inspiring Plum Basket (7%)
Marmot	0	369	Bow, Staff, Fire	—	Essence of Pomegranate (30%)
Majestic Marmot	3	702	Bow, Staff, Fire	—	Essence of Pomegranate (35%)
Mossy Meep	0	418	Sword, Axe, Staff	—	Essence of Pomegranate (30%)
Giant Boar	4	1,724	Sword, Bow, Darkness	—	Olive Bloom (30%)

#### ◇ AVAILABLE ITEMS

ア	Olive of Life
イ	Herb of Awakening
ウ	Slippery Nut
エ	Healing Grape
オ	Inspiring Plum
カ	Olive of Life
キ	Herb of Light





## ◇ ENEMY LIST (PATH OF BEASTS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Spud Bug	0	715	Sword, Dagger, Fire, Light	—	Healing Grape (M) (8%)
Majestic Marmot	0	702	Bow, Staff, Fire	—	Essence of Pomegranate (35%)
Red Fox	0	576	Dagger, Bow, Staff	—	Inspiring Plum Basket (12%)
Howler	0	1,303	Spear, Bow, Lightning	—	Essence of Pomegranate (30%)
Giant Boar	0	1,724	Sword, Bow, Darkness	—	Olive Bloom (30%)
Wanderweed	0	1,533	Sword, Fire	—	Addlewort (35%)

## ◇ AVAILABLE ITEMS

ク	Inspiring Plum (M)
ケ	4,000 leaves
コ	War Lance
サ	Tough Nut

## Townsperson

M-20 to M-24

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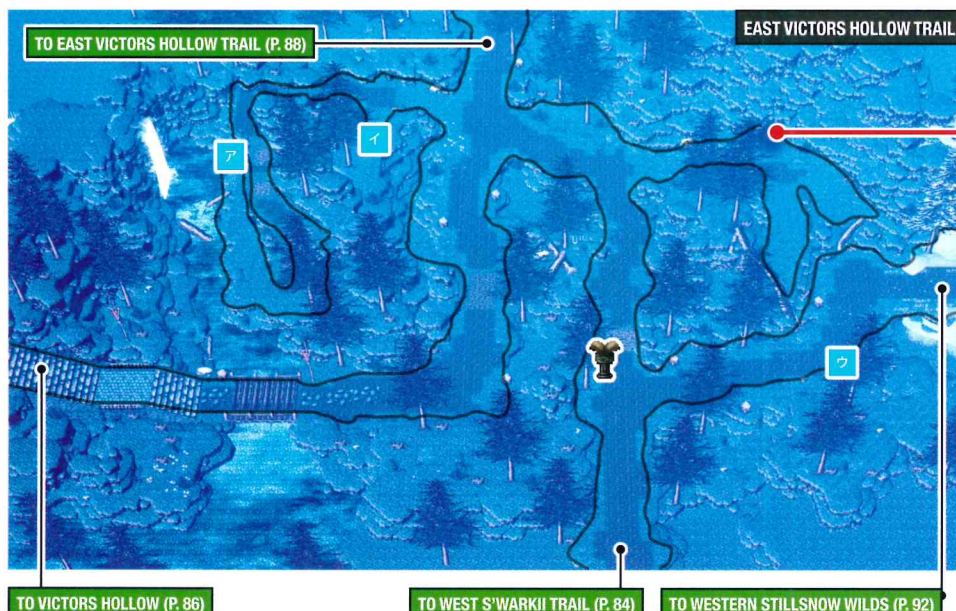
Moldering Ruins

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## East Victors Hollow Trail &amp; Shrine of the Huntress



## ◇ AVAILABLE ITEMS

ア	5,000 leaves
イ	Healing Grape (M)
ウ	Inspiring Plum
エ	Olive of Life (L)

## ◇ ENEMY LIST (EAST VICTORS HOLLOW TRAIL)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Forest Ratkin IV	0	1,730	Sword, Axe, Wind, Light	—	Healing Grape Bunch (10%)
Forest Ratkin V	0	1,799	Sword, Axe, Wind, Light	—	Essence of Grape (30%)
Forest Ratkin VI	16	2,488	Spear, Axe, Fire	—	Inspiring Plum Basket (7%)
Highland Ratkin I	24	5,033	Dagger, Staff, Ice, Wind	—	Inspiring Plum Basket (14%)
Howler	*1	1,303	Spear, Bow, Lightning	—	Essence of Pomegranate (30%)
Horned Howler	24	1,976	Spear, Bow, Lightning	—	Essence of Pomegranate (35%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Rampant Weed	0	1,866	Sword, Axe, Fire	—	Essence of Pomegranate (35%)
Giant Boar	*2	1,724	Sword, Bow, Darkness	—	Olive Bloom (30%)
Gargantuan Boar	24	5,063	Sword, Bow, Darkness	—	Olive Bloom (40%)
Creeping Treant	0	2,196	Axe, Fire	—	Essence of Pomegranate (35%)
Mutant Mushroom	24	3,129	Dagger, Fire	—	Herb of Healing (15%)

\*1: Appears in 0–31 progression points. \*2: Appears at 0–23 progression points.





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OLBERIC'S CHAPTER 2

TRESSA'S CHAPTER 3

## Victors Hollow, Victors Hollow: Arena Gate &amp; Victors Hollow: Arena

## VICTORS HOLLOW: ARENA



## ◇ AVAILABLE ITEMS

ア	Inspiring Plum
イ	Dark Amulet
ウ	Silver-filled Pouch
エ	Heavy Coin Pouch
オ	N-04 Ice Soulstone (L)
カ	N-10 Energizing Pomegranate (M)
キ	N-08 Thunder Amulet
ク	N-32 Refreshing Jam
ケ	N-12 Olive of Life (M)
コ	N-24 Inspiring Plum (M)

## ◇ SHOP DATA

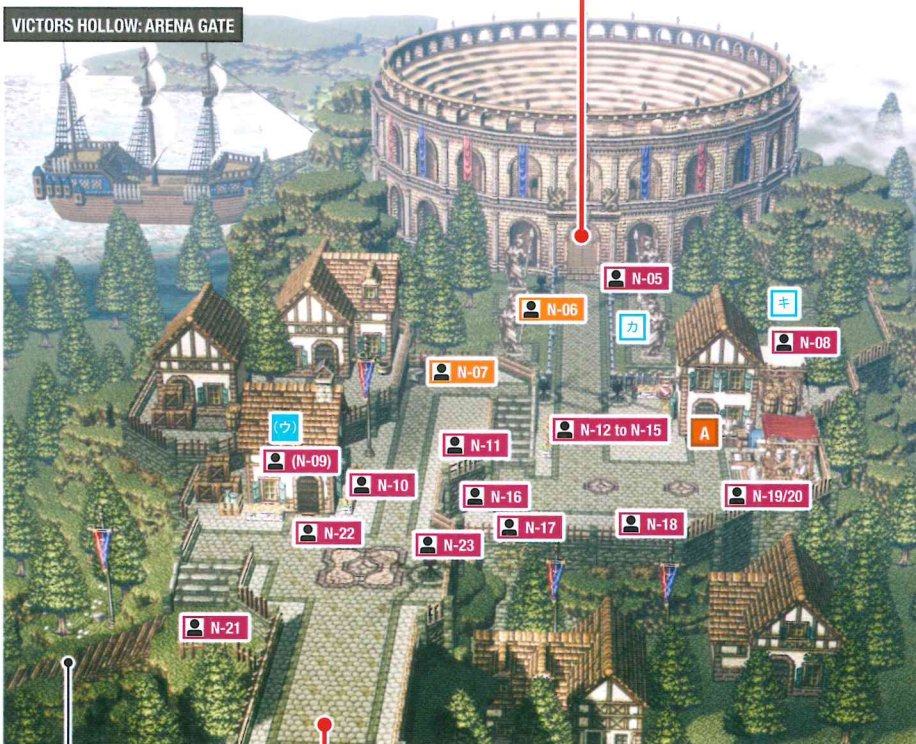
## P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Healing	30
Herb of Light	30
Herb of Awakening	30
Soothing Seed	5
Injurious Seed	5
Essence of Grape	40

## A ARMORER (ADDITIONAL INFO N-31)

ITEM NAME	VALUE
Silver Sword	5,600
Greatsword	7,500
Bastard Sword	15,000
Platinum Sword	30,000
Bandit's Spear	10,000
Victor's Spear	42,000
Tomahawk Bow	20,000
Huntress's Longbow	28,000
Kite Shield	2,400
Gargantuan Shield	24,000
Silver Helm	3,600
Starlight Hat	7,200
Silver Armor	4,680
Grand Vest	8,640
Sprightly Ring	2,200
Critical Ring	2,200

## VICTORS HOLLOW: ARENA GATE



TO FOREST OF NO RETURN (P. 87)

## VICTORS HOLLOW

TRESSA'S CHAPTER 3  
—BECOMES ACCESSIBLE

TO PATH TO THE FORGOTTEN GROTTO (P. 87)

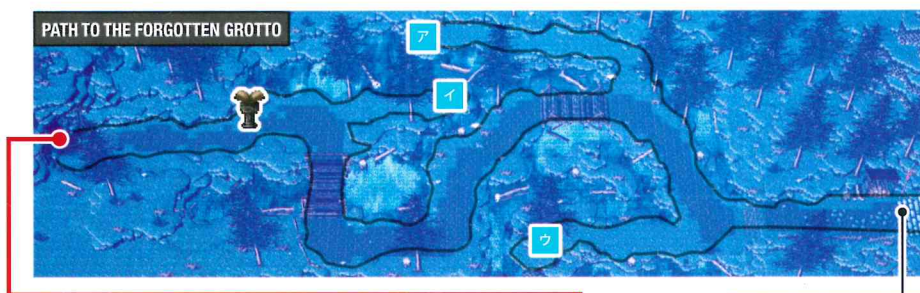
TO EAST VICTORS HOLLOW TRAIL (P. 85)



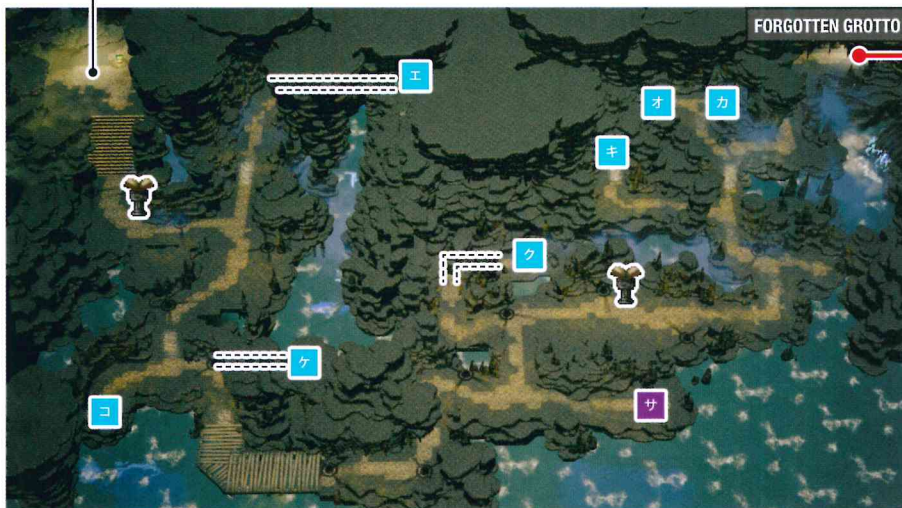


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## Path to the Forgotten Grotto & Forgotten Grotto



BOSS VENOMTOOTH TIGER (P. 33)



FORGOTTEN GROTTO

TO VICTORS HOLLOW (P. 86)

### ◇ AVAILABLE ITEMS

ア	Light Soulstone (M)
イ	Healing Grape (M)
ウ	Olive of Life
エ	Vivifying Stone
オ	Healing Grape Bunch
カ	Herb of Light
キ	Inspiring Plum Basket
ク	Energizing Pomegranate (L)
ケ	15,000 leaves
コ	Olive of Life (M)
サ	Sledgehammer

### ◇ ENEMY LIST (PATH TO THE FORGOTTEN GROTTO)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Rampant Weed	0	1,866	Sword, Axe, Fire	—	Essence of Pomegranate (35%)
Mutant Mushroom	0	3,129	Dagger, Fire	—	Herb of Healing (15%)
Gargantuan Boar	0	5,063	Sword, Bow, Darkness	—	Olive Bloom (40%)
Green Scissors	0	3,245	Dagger, Axe, Lightning	—	Addlewort (30%)
Kingfisher	0	4,088	Spear, Bow, Wind	—	Olive of Life (15%)

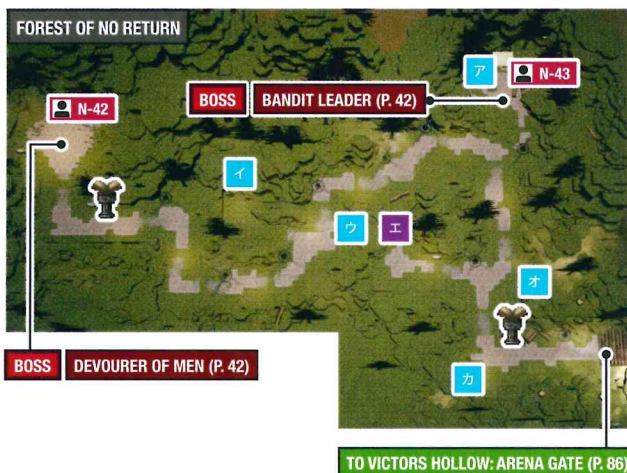
### ◇ ENEMY LIST (FORGOTTEN GROTTO)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
See Scorpion	0	3,808	Spear, Ice, Wind	—	Essence of Pomegranate (35%)
Etlin Serpent	0	5,928	Dagger, Axe, Fire	—	Bottle of Befuddling Dust (10%)
Lightning Elemental	0	3,038	Fire, Wind	Poison, Blindness, Sleep, Confusion	Thunder Soulstone (L) (4%)
Buccaneer Bones	0	4,609	Dagger, Staff, Lightning, Light	Poison	Hairbrush (4%)
Davy Bones	0	4,008	Axe, Staff, Wind, Light	Poison	Copper Lantern (4%)



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## Forest of No Return



FOREST OF NO RETURN

BOSS BANDIT LEADER (P. 42)

BOSS DEVOURER OF MEN (P. 42)

TO VICTORS HOLLOW: ARENA GATE (P. 86)

### ◇ AVAILABLE ITEMS

ア	Silent Bandana
イ	Vivifying Stone
ウ	Light Soulstone (L)
エ	Elemental Glaive
オ	Inspiring Plum Basket
カ	Healing Grape Bunch

### ◇ ENEMY LIST (FOREST OF NO RETURN)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Shadow Raven	0	5,027	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Peek-a-Boo	0	7,611	Axe, Lightning	—	Olive of Life (M) (8%)
Black Howler	0	5,256	Spear, Bow, Lightning	—	Essence of Pomegranate (35%)
Raging Treant	0	9,945	Axe, Fire	—	Essence of Pomegranate (40%)
Toxic Spore	0	9,505	Axe, Lightning, Light	—	Herb of Healing (20%)
Furious Fungoid	0	8,606	Dagger, Staff, Lightning, Darkness	—	Herb of Revival (20%)
Dreadwing	0	7,173	Spear, Bow, Lightning, Light	—	Large Feather (6%)
Carnivorous Plant *1	0	23,363	Dagger, Staff, Fire	—	Revitalizing Jam (3%)

\*1: After defeating the boss version of Devourer of Men, it appears randomly on the map.

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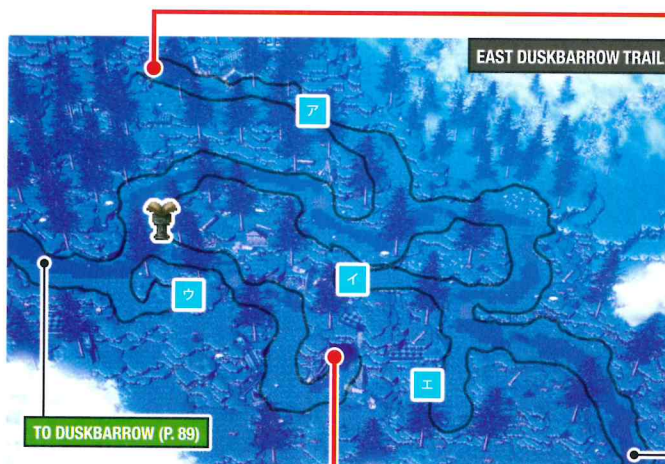
## East Duskbarrow Trail, Shrine of the Archmagus & Moldering Ruins

ACCEPT THE TRIAL FROM THE ALTAR, DEFEAT DREISANG TO OBTAIN THE SORCERER JOB (P. 48)

### SHRINE OF THE ARCHMAGUS



### EAST DUSKBARROW TRAIL



TO DUSKBARROW (P. 89)

EAST VICTORS HOLLOW TRAIL (P. 85)

### MOLDERING RUINS



#### ◇ ENEMY LIST (EAST DUSKBARROW TRAIL)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Highland Ratking I	0	5,033	Dagger, Staff, Ice, Wind	—	Inspiring Plum Basket (14%)
Highland Ratking II	0	6,479	Dagger, Staff, Ice, Wind	—	Essence of Grape (40%)
Highland Ratking III	0	6,831	Sword, Axe, Lightning	—	Energizing Pomegranate (M) (10%)
Black Howler	0	5,256	Spear, Bow, Lightning	—	Essence of Pomegranate (35%)
Ettin Ophidian	0	9,023	Dagger, Axe, Wind, Darkness	—	Bottle of Sleeping Dust (10%)
Raging Treant	0	9,945	Axe, Fire	—	Essence of Pomegranate (40%)
Peek-a-Boo	0	7,611	Axe, Lightning	—	Olive of Life (M) (8%)

#### ◇ AVAILABLE ITEMS

ア	Olive of Life (M)	コ	Light Soulstone (M)
イ	Herb of Clamor	サ	Thunderstorm Amulet
ウ	Copper-filled Pouch	シ	Hypno's Crown
エ	Herb of Revival	ス	Inspiring Plum (M)
オ	Wizard Rod	セ	Light Soulstone (L)
カ	Revitalizing Jam	ソ	Vivifying Stone
キ	Inspiring Plum (M)	タ	Energizing Pomegranate (L)
ク	Energizing Pomegranate (L)	チ	Healing Grape Bunch
ケ	20,000 leaves		

#### ◇ ENEMY LIST (MOLDERING RUINS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Master Thief I	0	6,452	Sword, Spear, Lightning, Light	—	Coin Pouch (10%)
Master Thief II	0	4,419	Sword, Bow, Ice, Light	—	Coin Pouch (10%)
Fire Guardian Mk.II	0	5,609	Sword, Dagger, Bow, Ice	Poison, Sleep, Confusion	Fire Soulstone (M) (4%)
Ice Guardian Mk.II	0	5,890	Sword, Dagger, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Flame Curator Mk.II	0	7,173	Spear, Bow, Ice	Poison, Sleep, Confusion	Fire Soulstone (M) (4%)
Ice Curator Mk.II	0	7,514	Spear, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odds and Ends (4%)

#### ◇ ENEMY LIST (SHRINE OF THE ARCHMAGUS)

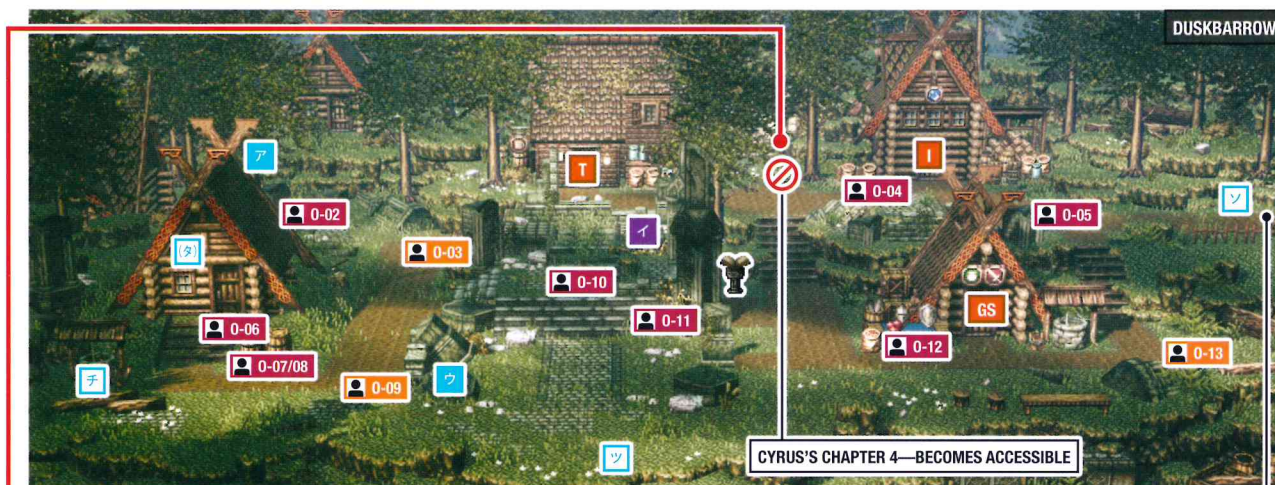
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Animated Armor	0	4,531	Axe, Staff, Ice, Light	Poison	Refreshing Jam (3%)
Flame Revenant	0	16,678	Sword, Bow, Staff, Ice	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Ice Revenant	0	16,678	Sword, Bow, Staff, Fire	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Thunder Revenant	0	16,678	Sword, Bow, Staff, Wind	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Flame Remnant Mk.II	0	7,040	Sword, Spear, Axe, Ice	Poison, Sleep, Confusion	Fire Soulstone (L) (4%)
Ice Remnant Mk.II	0	6,908	Sword, Spear, Axe, Fire	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)
Thunder Remnant Mk.II	0	7,487	Sword, Spear, Axe, Wind	Poison, Sleep, Confusion	Thunder Soulstone (L) (4%)





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# Duskbarrow & Ruins of Eld



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West S'warkii  
Trail

Path of Beasts

East Vectors  
Hollow Trail

Shrine of the  
Huntress

Victors Hollow

Victors Hollow:  
Arena Gate

Victors Hollow:  
Arena

Path to the  
Forgotten Grotto

Forgotten  
Grotto

Forest of  
No Return

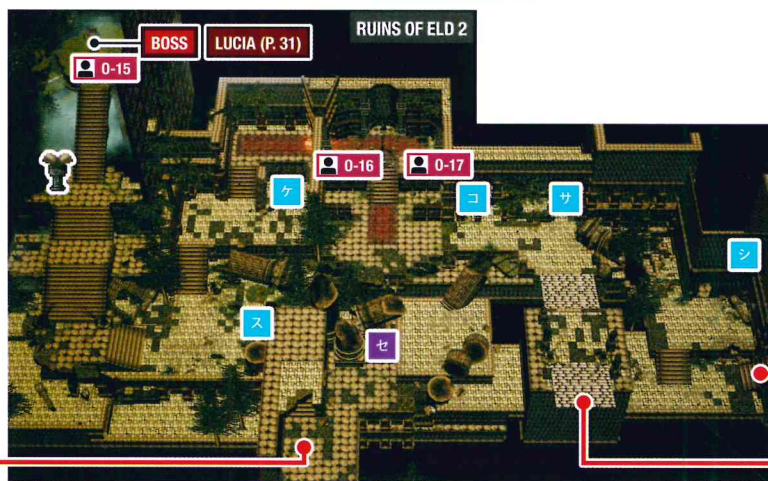
East Duskbarrow  
Trail

Shrine of the  
Archmagus

Moldering Ruins

Duskbarrow

Ruins of Eld



## SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO 0-05)

ITEM NAME	VALUE
Sapphire Rod	32,000
Wisdom Staff	40,000
Meteorite Rod	45,000
Adamantine Shield	14,400
Force Shield	28,800
Enchanted Circlet	14,400
Primeval Robe	19,200
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Light	30
Herb of Clarity	30
Herb of Awakening	30
Purifying Seed	2,600
Purifying Dust	3,200
Ruinous Seed	2,600
Noxroot	5

## AVAILABLE ITEMS

ア	Curious Antique
イ	30,000 leaves
フ	Bottle of Poison Dust
エ	20,000 leaves
オ	Vivifying Stone

カ	Refreshing Jam
キ	Light Soulstone (L)
ク	Rune Bow
ケ	Ice Soulstone (L)
コ	Energizing Pomegranate (L)

サ	Healing Grape Bunch
シ	Void Amulet
ス	Knight's Shield
セ	50,000 leaves
ソ	0-12 Ice Soulstone (M)

タ	0-06 Improved Bow of the Eagle
チ	0-13 Odds and Ends
ツ	0-04 Old Coin

## ENEMY LIST (RUINS OF ELD 1)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Sentinel Mk.II	0	4,971	Sword, Spear, Axe, Bow, Staff	Poison, Sleep, Confusion	Olive of Life (M) (4%)
Wind Sentinel Mk.II	0	4,839	Sword, Spear, Axe, Staff, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)
Curator Mk.II	0	7,041	Spear, Dagger, Bow	Poison, Sleep, Confusion	Olive of Life (M) (4%)
Wind Curator Mk.II	0	7,856	Spear, Bow, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)
Guardian Mk.II	0	5,780	Sword, Spear, Dagger, Bow	Poison, Sleep, Confusion	Olive of Life (M) (4%)
Wind Guardian Mk.II	0	6,170	Sword, Dagger, Bow, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)

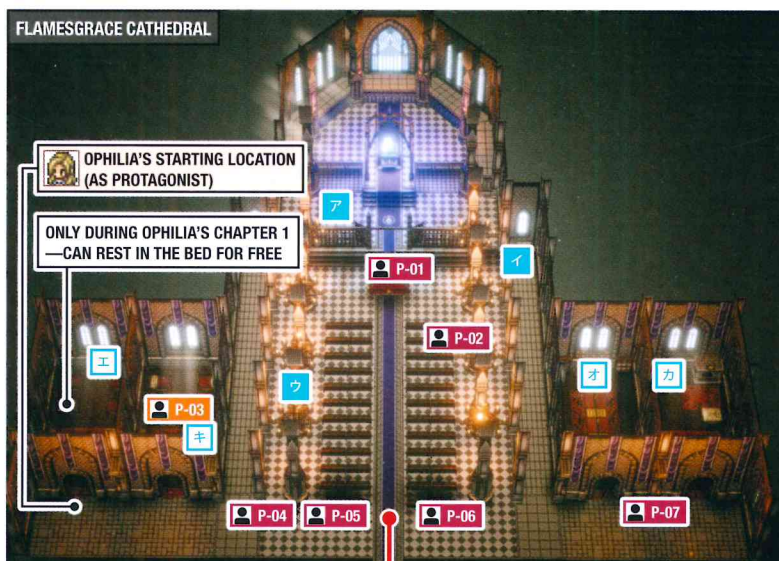
## ENEMY LIST (RUINS OF ELD 2)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Sentinel Mk.II	0	4,971	Sword, Spear, Axe, Bow, Staff	Poison, Sleep, Confusion	Olive of Life (M) (4%)
Wind Sentinel Mk.II	0	4,839	Sword, Spear, Axe, Staff, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)
Curator Mk.II	0	7,041	Spear, Dagger, Bow	Poison, Sleep, Confusion	Olive of Life (M) (4%)
Wind Curator Mk.II	0	7,856	Spear, Bow, Lightning	Poison, Sleep, Confusion	Wind Soulstone (M) (4%)
Blood Revenant	0	16,676	Sword, Bow, Staff, Ice	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Dark Revenant	0	16,960	Sword, Bow, Staff, Light	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)





## Flamesgrace, Flamesgrace Cathedral Entrance & Flamesgrace Cathedral

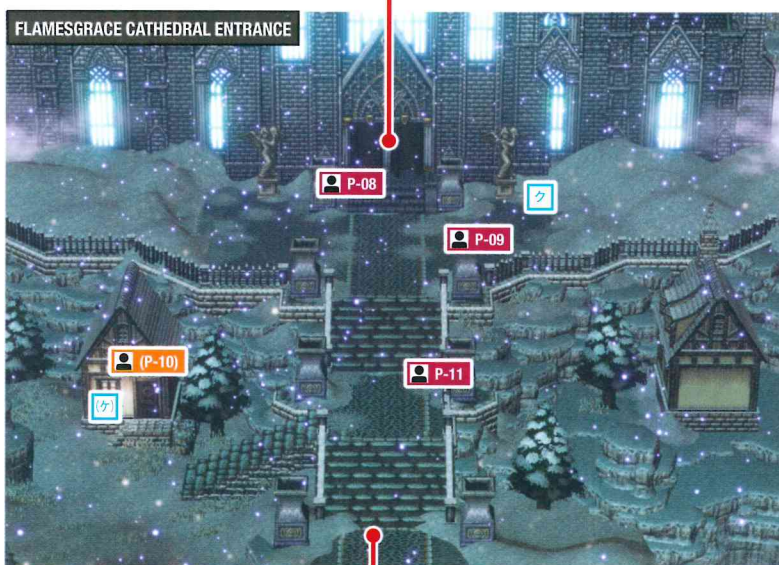


### AVAILABLE ITEMS

ア	Herb of Valor
イ	Healing Grape
ウ	Inspiring Plum
エ	P-04 Fortifying Nut
オ	P-06 Heavy Blade
カ	P-05 Copper-filled Pouch
キ	P-07 Olive of Life
ク	P-09 Ice Soulstone
ケ	P-08 Empowering Earring
コ	P-25 Shadow Soulstone
サ	P-24 Addlewort
シ	P-20 Inspiring Plum (M)
ス	P-19 Injurious Seed

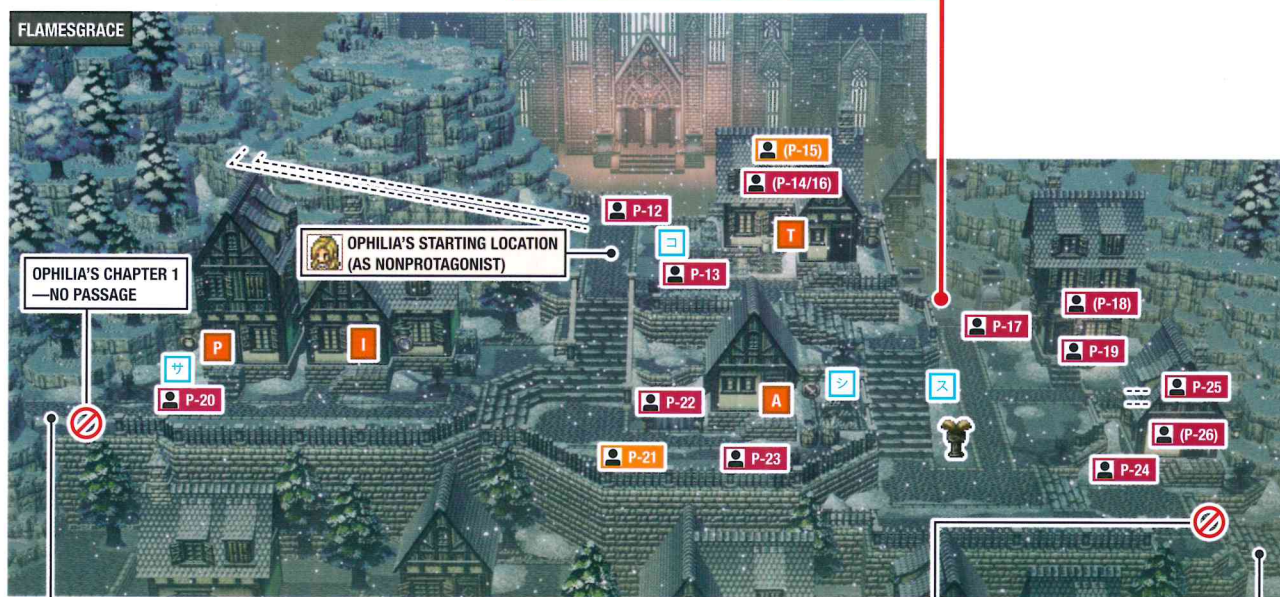
### SHOP DATA

P PROVISIONER	
ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Clamor	30
Herb of Valor	30



### A ARMORER (ADDITIONAL INFO P-01)

ITEM NAME	VALUE
Greatsword	7,500
Spirit Sword	12,000
Mirage Blade	22,000
Wolf's Bow	2,600
Killer Bow	8,000
Stone Rod	800
Quartz Rod	2,400
Round Shield	600
Pointed Hat	540
Circlet	1,050
Linen Robe	960
Sturdy Vest	2,100
Sprightly Earring	280
Critical Earring	280



TO NORTHERN FLAMESGRACE WILDS (P. 91)

OPHILIA'S CHAPTER 1—BECOMES ACCESSIBLE

TO PATH TO THE CAVE OF ORIGIN (P. 91)





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## Path to the Cave of Origin & Cave of Origin



### ◇ AVAILABLE ITEMS

ア	Herb of Clarity	オ	Refreshing Jam
イ	600 leaves	カ	Shadow Soulstone
ウ	Healing Grape	キ	Healing Grape
エ	Silver Hairpiece	ク	Inspiring Plum

### ◇ ENEMY LIST (PATH TO THE CAVE OF ORIGIN)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Lizardman I	0	386	Axe, Staff, Fire, Lightning	—	Inspiring Plum Basket (7%)
Ice Lizardman II	0	418	Axe, Staff, Fire, Lightning	—	Essence of Plum (30%)
Ice Lizardman III	3	738	Staff, Lightning, Darkness	—	Healing Grape Bunch (10%)
Snow Fox	0	329	Bow, Fire, Light	—	Essence of Pomegranate (30%)
Frost Fox	3	504	Bow, Fire, Light	—	Essence of Pomegranate (35%)
Wolf	3	272	Axe, Staff, Fire, Lightning	—	Healing Grape Bunch (10%)
High Wolf	3	512	Axe, Staff, Fire	—	Healing Grape (M) (8%)
Snow Marmot	0	319	Bow, Staff, Lightning, Darkness	—	Essence of Plum (30%)
Frost Bear	4	1,580	Spear, Axe, Wind	—	Olive Bloom (30%)

\*1: Appears in 0–3 progression points.



### ◇ SHOP DATA

TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

### ◇ ENEMY LIST (CAVE OF ORIGIN)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Wolf	*1	272	Axe, Staff, Fire, Lightning	—	Healing Grape Bunch (10%)
High Wolf	3	512	Axe, Staff, Fire	—	Healing Grape (M) (8%)
White Bat	0	342	Spear, Bow, Staff, Darkness	—	Curious Bloom (20%)
Albino Bat	3	362	Spear, Bow, Staff, Darkness	—	Curious Bloom (30%)
Shadow Wisp	0	399	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (4%)

### Townsperson

P-01 to P-29

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Cave of Origin

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Northern Flamesgrace Wilds

Northern Flamesgrace Wilds

Northern Flamesgrace Wilds

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Northern Flamesgrace Wilds

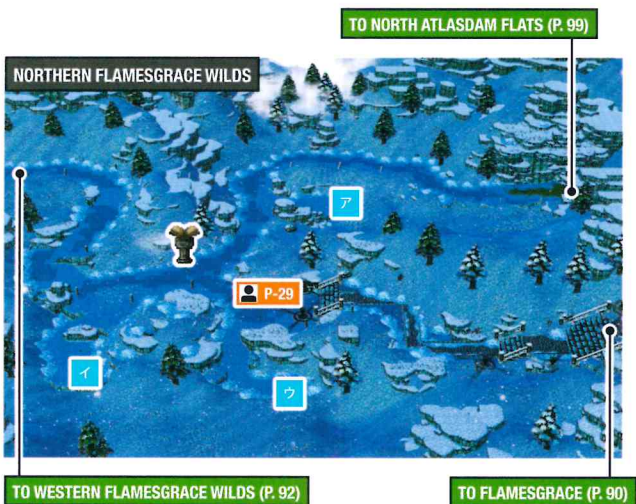
Northern Flamesgrace Wilds

Northern Flamesgrace Wilds



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## Northern Flamesgrace Wilds



### ◇ AVAILABLE ITEMS

ア	Olive of Life
イ	Inspiring Plum
ウ	Herb of Clarity

### ◇ ENEMY LIST (NORTHERN FLAMESGRACE WILDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Lizardman I	0	386	Axe, Staff, Fire, Lightning	—	Inspiring Plum Basket (7%)
Ice Lizardman II	0	418	Axe, Staff, Fire, Lightning	—	Essence of Plum (30%)
Ice Lizardman III	3	738	Staff, Lightning, Darkness	—	Healing Grape Bunch (10%)
Snow Fox	0	329	Bow, Fire, Light	—	Essence of Pomegranate (30%)
Frost Fox	3	504	Bow, Fire, Light	—	Essence of Pomegranate (35%)
Wolf	*1	272	Axe, Staff, Fire, Lightning	—	Healing Grape Bunch (10%)
High Wolf	3	512	Axe, Staff, Fire	—	Healing Grape (M) (8%)
Snow Marmot	0	319	Bow, Staff, Lightning, Darkness	—	Essence of Plum (30%)
Frost Bear	4	1,580	Spear, Axe, Wind	—	Olive Bloom (30%)

\*1: Only appears at 3 progression points.





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## Western Flamesgrace Wilds & Hoarfrost Grotto



### ◇ AVAILABLE ITEMS

ア	Healing Grape	オ	Light Nut	ケ	Inspiring Plum (M)
イ	Shadow Soulstone	カ	Soul Hatchet	コ	Olive of Life (M)
ウ	800 leaves	キ	Healing Grape (M)		
エ	Critical Nut	ク	10,000 leaves		

### ◇ ENEMY LIST (WESTERN FLAMESGRACE WILDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Lizardman I	0	386	Axe, Staff, Fire, Lightning	—	Inspiring Plum Basket (7%)
Ice Lizardman II	0	418	Axe, Staff, Fire, Lightning	—	Essence of Plum (30%)
Ice Lizardman III	3	738	Staff, Lightning, Darkness	—	Healing Grape Bunch (10%)
Snow Fox	0	329	Bow, Fire, Light	—	Essence of Pomegranate (30%)
Frost Fox	3	504	Bow, Fire, Light	—	Essence of Pomegranate (35%)
Wolf	*1	272	Axe, Staff, Fire, Lightning	—	Healing Grape Bunch (10%)
High Wolf	3	512	Axe, Staff, Fire	—	Healing Grape (M) (8%)
Snow Marmot	0	319	Bow, Staff, Lightning, Darkness	—	Essence of Plum (30%)
Frost Bear	4	1,580	Spear, Axe, Wind	—	Olive Bloom (30%)

\*1: Only appears at 3 progression points.

### ◇ ENEMY LIST (HOARFROST GROTTO)

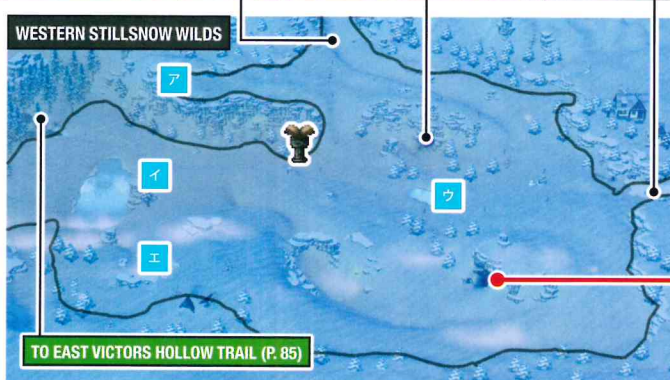
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Albino Bat	0	562	Spear, Bow, Staff, Darkness	—	Curious Bloom (30%)
Ice Guardian	0	1,200	Sword, Dagger, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (4%)
Ice Curator	0	1,532	Spear, Bow, Staff, Fire	Poison, Sleep, Confusion	Ice Soulstone (4%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Light Elemental	0	2,888	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Ice Remnant	0	3,034	Sword, Spear, Axe, Fire	Poison, Sleep, Confusion	Ice Soulstone (M) (4%)



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## Western Stillsnow Wilds, Shrine of the Flamebearer & Tomb of the Emperor

TO SOUTHERN NORTHEACH WILDS (P. 95) TO TOMB OF THE EMPEROR (P. 93) TO STILLSNOW (P. 93)



EXAMINE THE ALTAR TO OBTAIN THE CLERIC JOB

### ◇ AVAILABLE ITEMS

ア	Energizing Pomegranate (M)
イ	Herb of Revival
ウ	Healing Grape (M)
エ	Ice Soulstone (M)

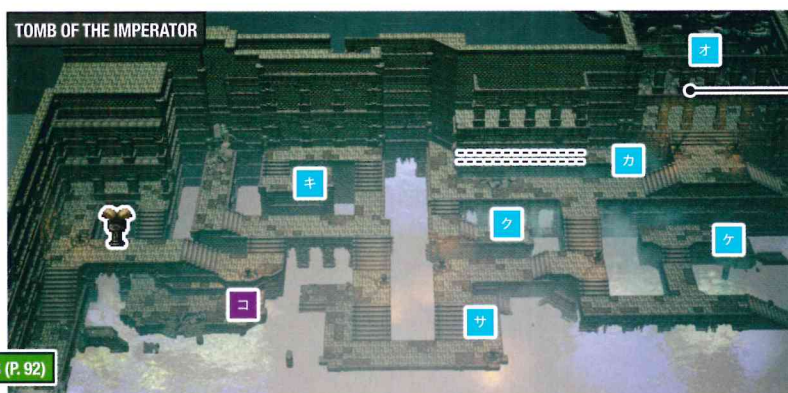
### ◇ ENEMY LIST (WESTERN STILLSNOW WILDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Lizardman IV	0	1,514	Dagger, Axe, Staff, Fire	—	Inspiring Plum Basket (7%)
Ice Lizardman V	0	1,799	Dagger, Axe, Staff, Fire	—	Essence of Plum (35%)
Ice Lizardman VI	*1	2,051	Bow, Staff, Darkness	—	Healing Grape (M) (8%)
Ice Lizardking I	24	4,404	Spear, Dagger, Fire	—	Healing Grape (M) (16%)
White Howler	*2	1,384	Sword, Spear, Bow, Wind	—	Essence of Pomegranate (30%)
Hoary Howler	*3	3,407	Sword, Spear, Bow, Wind	—	Essence of Pomegranate (35%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Majestic Snow Marmot	0	1,469	Dagger, Lightning, Darkness	—	Essence of Plum (35%)
Frost Bear	0	1,580	Spear, Axe, Wind	—	Olive Bloom (30%)
Hoary Bear	24	5,772	Spear, Axe, Wind	—	Olive Bloom (40%)
Snow Yak	0	3,505	Spear, Staff, Lightning, Axe, Bow, Lightning, Wind, Darkness	—	Essence of Pomegranate (35%)
Portly Penguin	24	5,129		—	Olive of Life (15%)

\*1: Appears at 16–31 progression points. \*2: Appears at 0–23 progression points. \*3: Appears at 0–31 progression points.





TO WESTERN STILLSNOW WILDS (P. 92)

## ◇ ENEMY LIST (TOMB OF THE EMPEROR)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Lizardman IV	0	1,514	Dagger, Axe, Staff, Fire	—	Inspiring Plum Basket (7%)
Ice Lizardman V	0	1,799	Dagger, Axe, Staff, Fire	—	Essence of Plum (35%)
Ice Lizardman VI	0	2,051	Bow, Staff, Darkness	—	Healing Grape (M) (8%)
Ice Lizardking I	0	4,404	Spear, Darkness, Fire	—	Healing Grape (M) (16%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Carnivorous Bat	0	3,770	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Accursed Armor	0	5,739	Axe, Staff, Fire, Light	Poison	Refreshing Jam (3%)
Behemoth *4	0	12,341	Dagger, Staff, Light	—	Revitalizing Jam (3%)

\*4: After defeating the boss version of Behemoth, it appears randomly on the map.



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## Stillsnow &amp; Road to the Obsidian Parlor



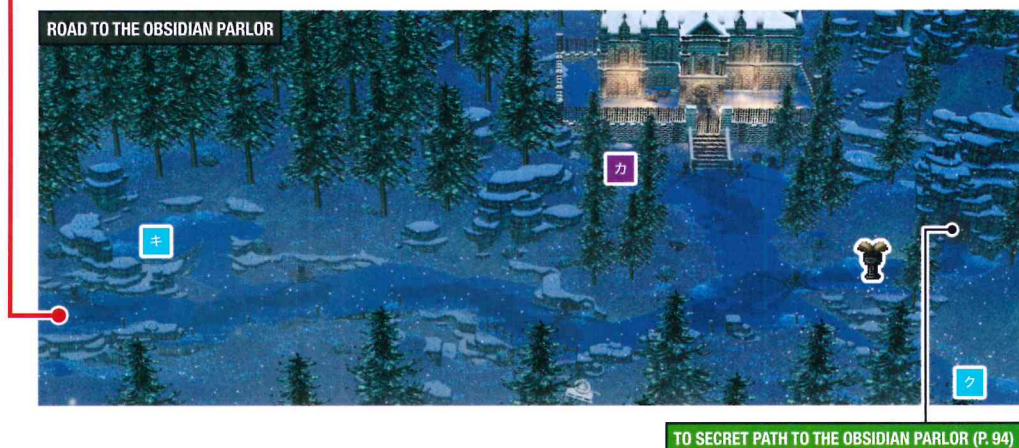
## ◇ AVAILABLE ITEMS

ITEM NAME	VALUE
Falcon Dagger	7,000
Chainbreaker	12,000
Graviton Axe	34,000
Magus's Bow	10,000
Huntress's Longbow	28,000
Elemental Shield	7,800
Snowy Hood	3,000
Elemental Hat	12,000
Snowy Cape	3,640
Grand Vest	5,640
Empowering Ring	3,000
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Valor	30
Herb of Revival	30
Soothing Seed	5
Soothing Dust	100
Noxroot	5

## ◇ SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO Q-09)

ITEM NAME	VALUE
Falcon Dagger	7,000
Chainbreaker	12,000
Graviton Axe	34,000
Magus's Bow	10,000
Huntress's Longbow	28,000
Elemental Shield	7,800
Snowy Hood	3,000
Elemental Hat	12,000
Snowy Cape	3,640
Grand Vest	5,640
Empowering Ring	3,000
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Valor	30
Herb of Revival	30
Soothing Seed	5
Soothing Dust	100
Noxroot	5



## ◇ ENEMY LIST (ROAD TO THE OBSIDIAN PARLOR)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
White Howler	0	1,384	Sword, Spear, Bow, Wind	—	Essence of Pomegranate (30%)
Majestic Snow Marmot	0	1,469	Dagger, Lightning, Darkness	—	Essence of Plum (35%)
Frost Bear	0	1,580	Spear, Axe, Wind	—	Olive Bloom (30%)

## Townsperson

Q-01 to Q-24

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## Northreach

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## Lorn Cathedral: Cellars

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## Atlasdam Palace Gate

## Atlasdam Palace





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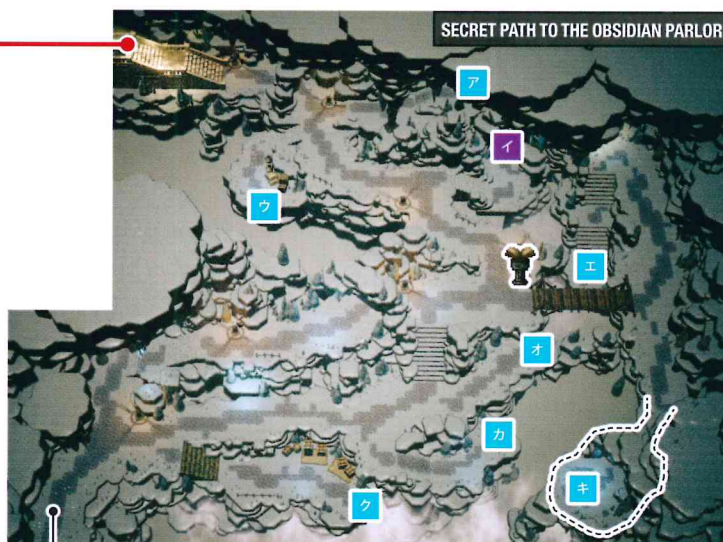
## Secret Path to the Obsidian Parlor & Obsidian Parlor



BOSS RUFUS (P. 21)

### ◇ AVAILABLE ITEMS

ア	Wakeful Stone
イ	Spiked Vest
ウ	Healing Grape Bunch
エ	Energizing Pomegranate (M)
オ	Inspiring Plum (M)
カ	Light Soulstone (M)
キ	5500 leaves
ク	Herb of Revival



TO ROAD TO THE OBSIDIAN PARLOR (P. 93)

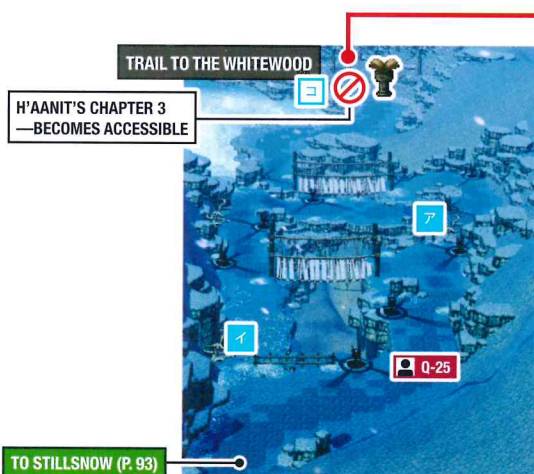
### ◇ ENEMY LIST (SECRET PATH TO THE OBSIDIAN PARLOR)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ash Raven	0	1,737	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Light Sentinel	0	1,981	Sword, Spear, Axe, Staff, Darkness	Poison, Blindness, Confusion	Light Soulstone (4%)
Wind Sentinel	0	1,651	Sword, Spear, Axe, Staff, Lightning	Poison, Blindness, Confusion	Wind Soulstone (4%)
Light Guardian	0	1,956	Sword, Dagger, Bow, Darkness	Poison, Blindness, Confusion	Light Soulstone (4%)
Wind Guardian	0	1,834	Sword, Dagger, Bow, Lightning	Poison, Blindness, Confusion	Wind Soulstone (4%)
Light Curator	0	2,332	Spear, Bow, Staff, Darkness	Poison, Blindness, Confusion	Light Soulstone (4%)
Wind Curator	0	2,201	Spear, Bow, Staff, Lightning	Poison, Blindness, Confusion	Wind Soulstone (4%)



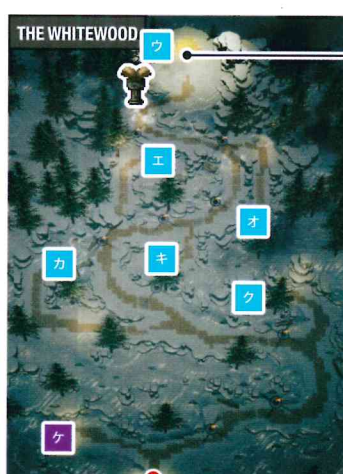
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## Trail to the Whitewood & The Whitewood



H'AANIT'S CHAPTER 3  
—BECOMES ACCESSIBLE

TO STILLSNOW (P. 93)



BOSS DRAGON (P. 27)

### ◇ AVAILABLE ITEMS

ア	Inspiring Plum Basket
イ	Olive of Life (M)
ウ	Light Amulet
エ	Light Soulstone (M)
オ	Rock Cleaver
カ	Healing Grape Bunch
キ	Inspiring Plum Basket
ク	Olive of Life (L)
ケ	15,000 leaves
コ	Q-25 Inspiring Plum (M)

### ◇ ENEMY LIST (TRAIL TO THE WHITEWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Snow Leopard	0	6,774	Bow, Fire, Darkness	—	Inspiring Plum (M) (14%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Majestic Snow Marmot	0	1,469	Dagger, Lightning, Darkness	—	Essence of Plum (35%)
Hoary Bear	0	5,772	Spear, Axe, Wind	—	Olive Bloom (40%)

### ◇ ENEMY LIST (THE WHITEWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Frostwing Serpent	0	5,450	Spear, Bow, Fire, Wind	—	Energizing Pomegranate (M) (5%)
Avalanche Mushroom	0	6,653	Dagger, Fire, Lightning	—	Herb of Clarity (10%)
Winter Wanderweed	0	4,427	Sword, Wind	—	Addlewort (35%)
Snow Lizard	0	4,852	Bow, Lightning, Darkness	—	Healing Grape (M) (16%)
Hoary Howler	0	3,407	Sword, Spear, Bow, Wind	—	Essence of Pomegranate (35%)





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## Southern Northreach Wilds, Maw of the Ice Dragon & Northreach



### ◆ AVAILABLE ITEMS

(ア)	20,000 leaves
(イ)	Refreshing Jam
(ウ)	Master's Longbow
エ	Inspiring Plum Basket
オ	Herb of Revival
カ	Light Soulstone (M)
キ	Energizing Pomegranate (M)
ク	Refreshing Jam
ケ	Light Soulstone (L)
コ	30,000 leaves
サ	Forbidden Dagger
シ	Adamantine Hat
ス	Inspiring Plum (M)
セ	Wakeful Stone
(ソ)	R-07 Refreshing Jam
タ	R-10 Copper-filled Pouch
チ	R-12 Olive of Life (M)
ツ	R-11 Silver-filled Pouch
テ	R-04 Knight's Shield

### Townsperson

R-25 to R-18

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Maw of the Ice Dragon

Northreach

Northreach: Lorn Cathedral

Lorn Cathedral: Cellars

Atlasdam

Atlasdam Palace Gate

Atlasdam Palace

### ◆ SHOP DATA

#### P PROVISIONER

ITEM NAME	VALUE
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Valor	30
Herb of Revival	30
Soothing Seed	5
Injurious Dust	100
Ruinous Dust	3,200
Essence of Grape	40

#### A ARMORER (ADDITIONAL INFO R-09)

ITEM NAME	VALUE
Refined Sword	26,000
Trinity Sword	46,000
Skybreaker	31,000
Doombreaker	43,000
Yeti's Longbow	47,000
Silent Bandana	15,600
Silent Cape	19,200
Platinum Vest	21,600
Dragon's Vest	43,200
Critical Bracelet	5,800



### ◆ ENEMY LIST (SOUTHERN NORTHREACH WILDS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Ice Lizardking I	0	4,404	Spear, Dagger, Fire	—	Healing Grape (M) (16%)
Ice Lizardking II	0	6,479	Spear, Dagger, Fire	—	Essence of Plum (40%)
Ice Lizardking III	0	5,977	Bow, Staff, Darkness	—	Inspiring Plum (M) (10%)
War Wolf	0	4,436	Sword, Bow, Wind	—	Healing Grape (M) (16%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Accursed Armor	0	5,739	Axe, Staff, Fire, Light	Poison	Refreshing Jam (3%)
Snow Drake	0	5,905	Spear, Bow	—	Essence of Pomegranate (40%)
Reptilian	0	5,281	Axe	—	Olive Bloom (45%)

### ◆ ENEMY LIST (MAW OF THE ICE DRAGON)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
War Wolf	0	4,436	Sword, Bow, Wind	—	Healing Grape (M) (16%)
Snow Leopard	0	6,774	Bow, Fire, Darkness	—	Inspiring Plum (M) (14%)
Accursed Armor	0	5,739	Axe, Staff, Fire, Light	Poison	Refreshing Jam (3%)
Snow Drake	0	5,905	Spear, Bow	—	Essence of Pomegranate (40%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Dreadwolf *1	0	12,221	Spear, Axe, Wind	—	Revitalizing Jam (3%)

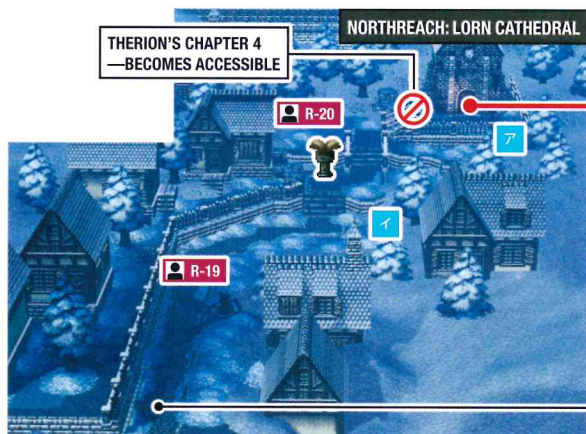
\*1: After defeating the boss version of Dreadwolf, it appears randomly on the map.





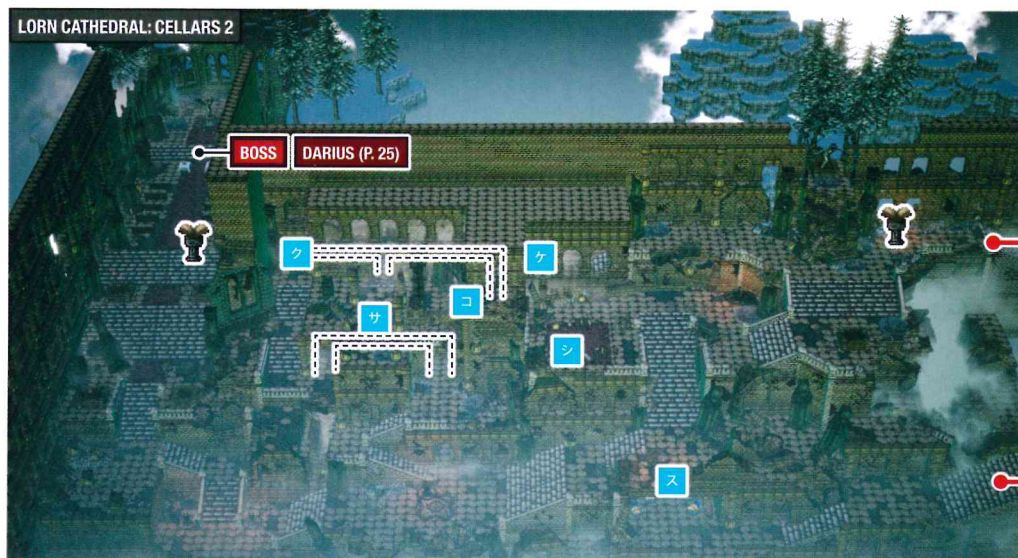
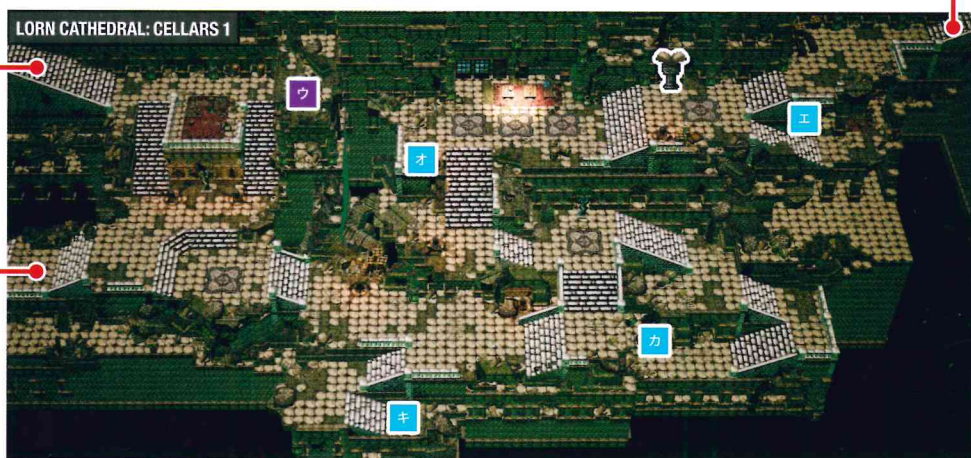
Frostlands 109 110

## Northreach: Lorn Cathedral & Lorn Cathedral: Cellars



### ◇ AVAILABLE ITEMS

ア	Ice Soulstone (M)
イ	Inspiring Plum (M)
ウ	Enchanted Sword
エ	Herb of Revival
オ	Refreshing Jam
カ	Ice Soulstone (L)
キ	Gleaming Amulet
ク	Refreshing Jam
ケ	Energizing Pomegranate (L)
コ	Void Amulet
サ	Curious Antique
シ	Inspiring Plum Basket
ス	Wakeful Stone



### ◇ ENEMY LIST (LORN CATHEDRAL: CELLARS 1)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Carnivorous Bat	0	3,770	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odds and Ends (4%)
Master Thief I	0	5,890	Dagger, Axe, Fire, Light	—	Healing Grape Bunch (6%)
Master Thief II	0	6,184	Dagger, Axe, Fire, Light	—	Inspiring Plum (M) (5%)

### ◇ ENEMY LIST (LORN CATHEDRAL: CELLARS 2)

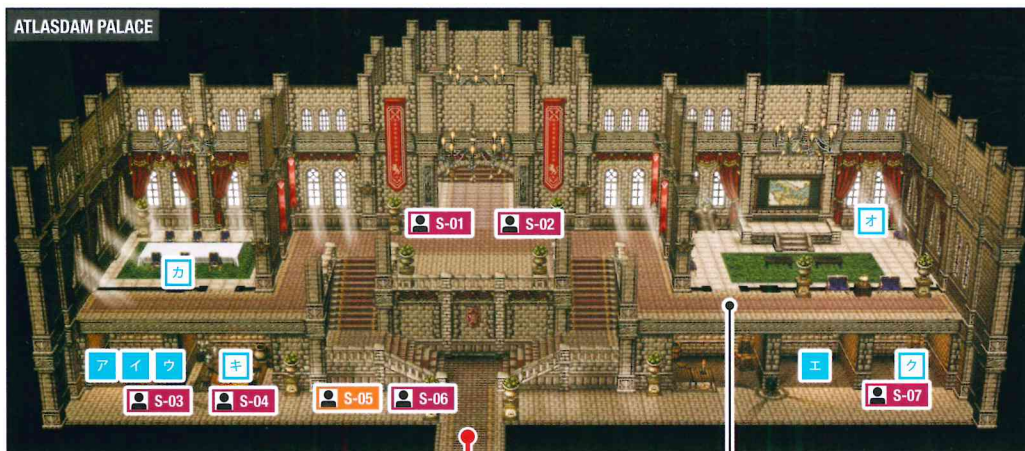
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Carnivorous Bat	0	3,770	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odds and Ends (4%)
Accursed Armor	0	5,739	Axe, Staff, Fire, Light	Poison	Refreshing Jam (3%)
Master Thief I	0	5,890	Dagger, Axe, Fire, Light	—	Healing Grape Bunch (6%)
Master Thief II	0	6,184	Dagger, Axe, Fire, Light	—	Inspiring Plum (M) (5%)
Master Thief III	0	4,400	Axe, Fire, Light	—	Refreshing Jam (3%)





Flatlands 111 CYRUS'S CHAPTER 1

# Atlasdam, Atlasdam Palace Gate & Atlasdam Palace



## AVAILABLE ITEMS

ア	Healing Grape
イ	Inspiring Plum
ウ	Herb of Awakening
エ	Thunder Soulstone
オ	S-02 Small Cup
カ	S-01 Olive of Life
キ	S-06 Healing Grape
ク	S-07 Buckler
ケ	S-08 Odds and Ends
コ	S-12 Large Feather
サ	S-16 Light Soulstone
シ	S-11 Inspiring Plum (M)
ス	S-19 Empty Coin Pouch
セ	S-28 Light Soulstone (M)
ソ	S-20 Nourishing Nut

## Townsperson

R-19 to S-35

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Road to the Obsidian Parlor

Secret Path to the Obsidian Parlor

Obsidian Parlor

Trail to the Whitewood

The Whitewood

Southern Northreach Wilds

Maw of the Ice Dragon

Northreach

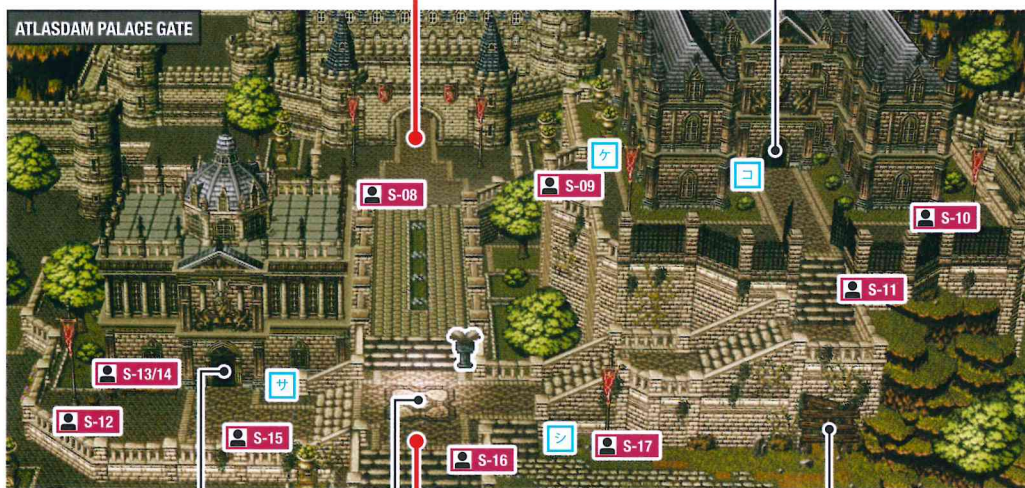
Northreach: Lorn Cathedral

Lorn Cathedral: Cellars

Atlasdam

Atlasdam Palace Gate

Atlasdam Palace



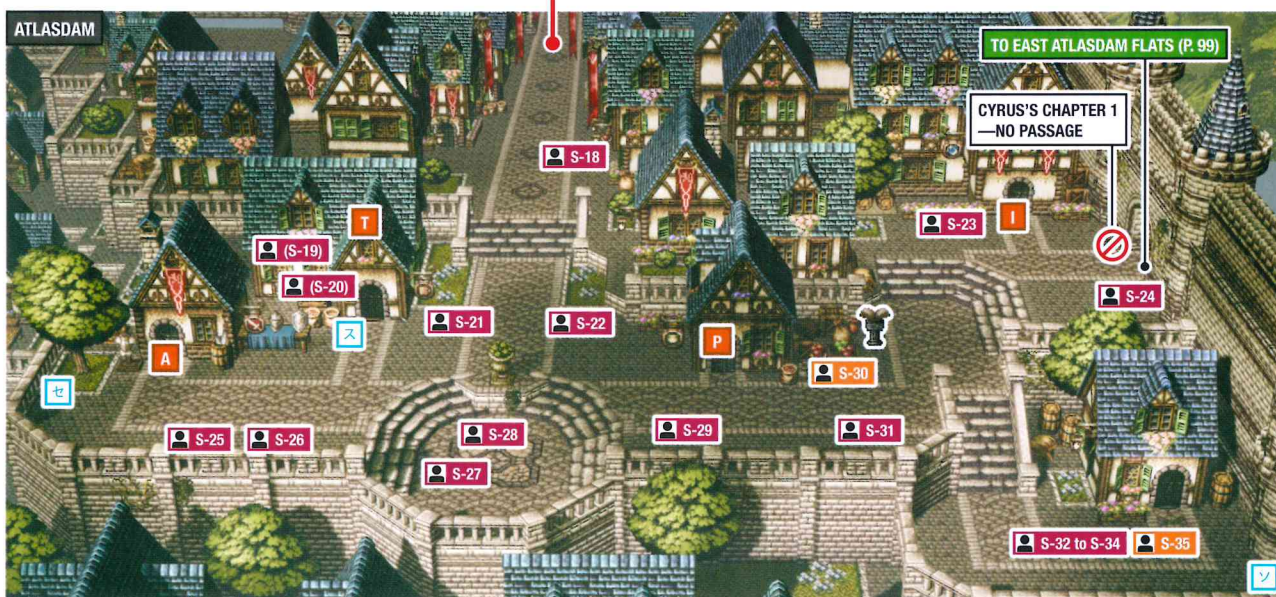
## SHOP DATA

### PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Clamor	30
Herb of Light	30
Herb of Revival	30

### ARMORER (ADDITIONAL INFO S-24)

ITEM NAME	VALUE
Arcane Glaive	2,400
Light Staff	800
Quartz Rod	2,400
Oak Staff	8,000
Mage's Staff	18,000
Round Shield	600
Sturdy Shield	900
Pointed Hat	540
Circlet	1,050
Linen Robe	960
Sturdy Armor	2,550
Fur Coat	14,400
Empowering Earring	360
Stimulating Earring	360





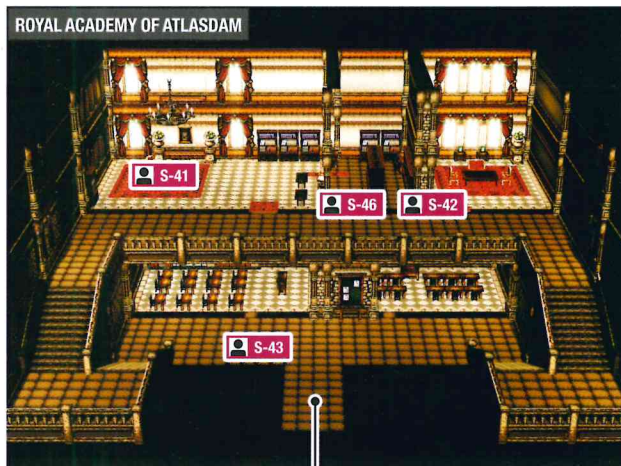


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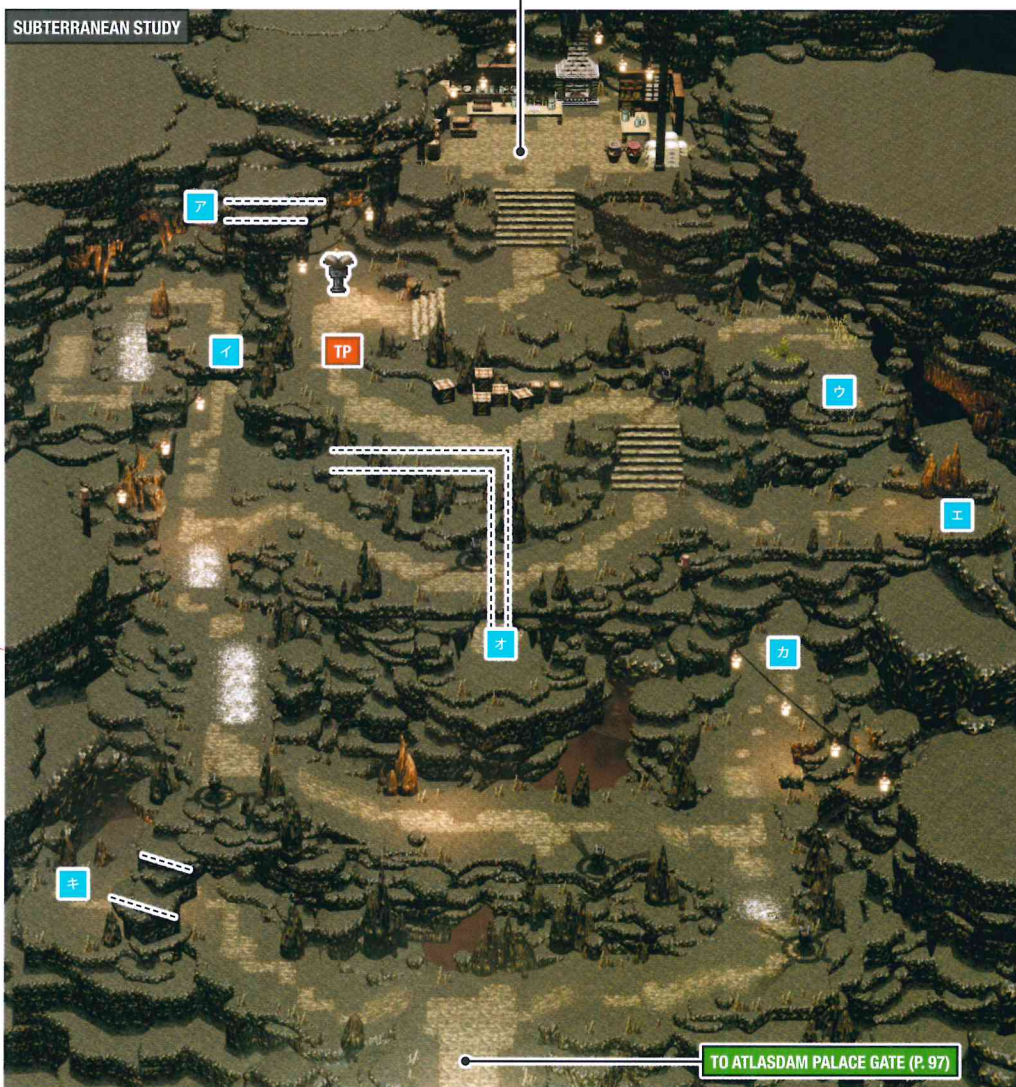
## Atlasdam: Royal Library, Royal Academy of Atlasdam & Subterranean Study



TO ATLASDAM PALACE GATE (P. 97)



TO ATLASDAM PALACE GATE (P. 97)



BOSS RUSSELL (P. 31)

TO ATLASDAM PALACE GATE (P. 97)

### AVAILABLE ITEMS

ア	Old Coin
イ	Inspiring Plum
ウ	Light Soulstone
エ	Herb of Light
オ	Wind Attire
カ	Herb of Clamor
キ	Healing Grape

### SHOP DATA

TP	TRAVELING PEDDLER
ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

### ENEMY LIST (SUBTERRANEAN STUDY)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Fire Sentinel	0	330	Sword, Spear, Axe, Staff, Ice	Poison, Sleep, Confusion	Fire Soulstone (4%)
Ice Sentinel	0	330	Sword, Spear, Axe, Staff, Fire	Poison, Sleep, Confusion	Ice Soulstone (4%)
Sentinel	3	648	Sword, Spear, Axe, Bow, Staff	Poison, Sleep, Confusion	Olive of Life (4%)
Ambling Bones	0	361	Staff, Wind, Light	Poison	Healing Grape Bunch (10%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Black Bat	*1	349	Spear, Dagger, Bow, Ice	—	Curious Bloom (20%)
Shadow Bat	3	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Fire Wisp	2	389	Ice, Darkness	Poison, Blindness, Sleep, Confusion	Fire Soulstone (4%)
Ice Wisp	3	389	Fire, Light	Poison, Blindness, Sleep, Confusion	Ice Soulstone (4%)

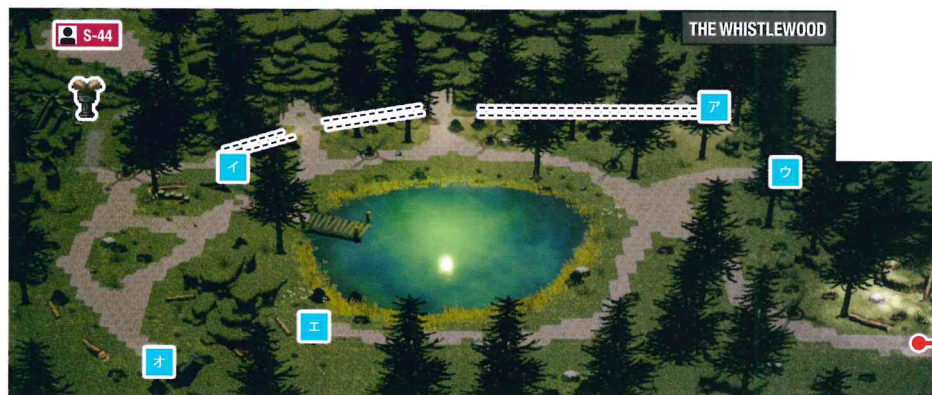
\*1: Appears in 0-3 progression points.





Flatlands 113 114 115

## East Atlasdam Flats, North Atlasdam Flats &amp; The Whistlewood



## ◇ AVAILABLE ITEMS

ア	Silver Sword
イ	Resistant Nut
ウ	1,500 leaves
エ	Energizing Pomegranate
オ	Healing Grape Bunch
カ	Thunder Soulstone
キ	Olive of Life (M)
ク	Inspiring Plum
ケ	500 leaves

## Townsperson

S-36 to S-46

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Moonstruck  
Coast

Shrine of the  
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Captain's Bane

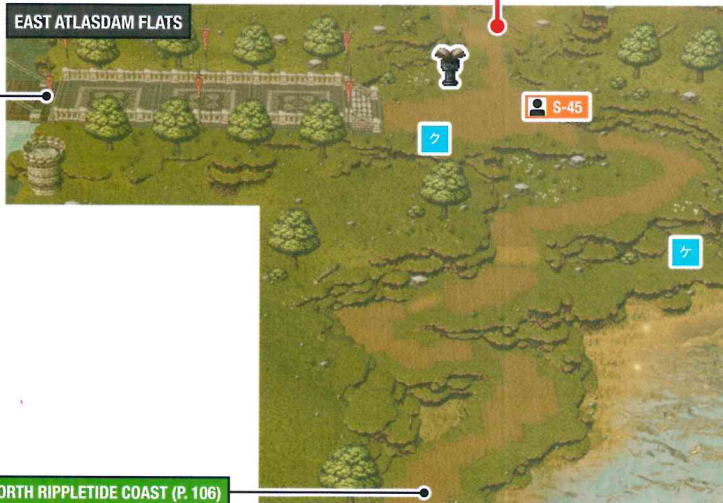
TO NORTHERN FLAMESGRACE WILDS (P. 91)

## NORTH ATLASDAM FLATS



TO WEST ATLASDAM FLATS (P. 100)

## EAST ATLASDAM FLATS



TO ATLASDAM (P. 97)

TO NORTH RIPPLETIDE COAST (P. 106)

## ◇ ENEMY LIST (EAST ATLASDAM FLATS &amp; NORTH ATLASDAM FLATS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Flatlands Froggen I	0	399	Bow, Ice, Light	—	Inspiring Plum Basket (7%)
Flatlands Froggen II	0	419	Bow, Ice, Light	—	Soothing Dust (30%)
Flatlands Froggen III	3	738	Axe, Staff, Ice	—	Healing Grape Bunch (10%)
Aggressive Ant	0	370	Spear, Staff, Lightning	—	Soothing Dust (30%)
Meep	*1	439	Bow, Staff, Darkness	—	Addlewort (30%)
Snaggy Meep	3	731	Bow, Staff, Darkness	—	Addlewort (35%)
Giant Sheep	4	1,652	Bow, Darkness	—	Olive Bloom (30%)

## ◇ ENEMY LIST (THE WHISTLEWOOD)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Flatlands Froggen III	0	738	Axe, Staff, Ice	—	Healing Grape Bunch (10%)
Flatlands Froggen IV	0	1,106	Dagger, Ice, Light	—	Inspiring Plum Basket (7%)
Flatlands Froggen V	0	1,259	Dagger, Ice, Light	—	Soothing Dust (35%)
Flatlands Froggen VI	0	3,987	Axe, Bow, Ice	—	Healing Grape (M) (8%)
Spud Bug	0	715	Sword, Dagger, Fire, Light	—	Healing Grape (M) (8%)
Howler	0	1,303	Spear, Bow, Lightning	—	Essence of Pomegranate (30%)

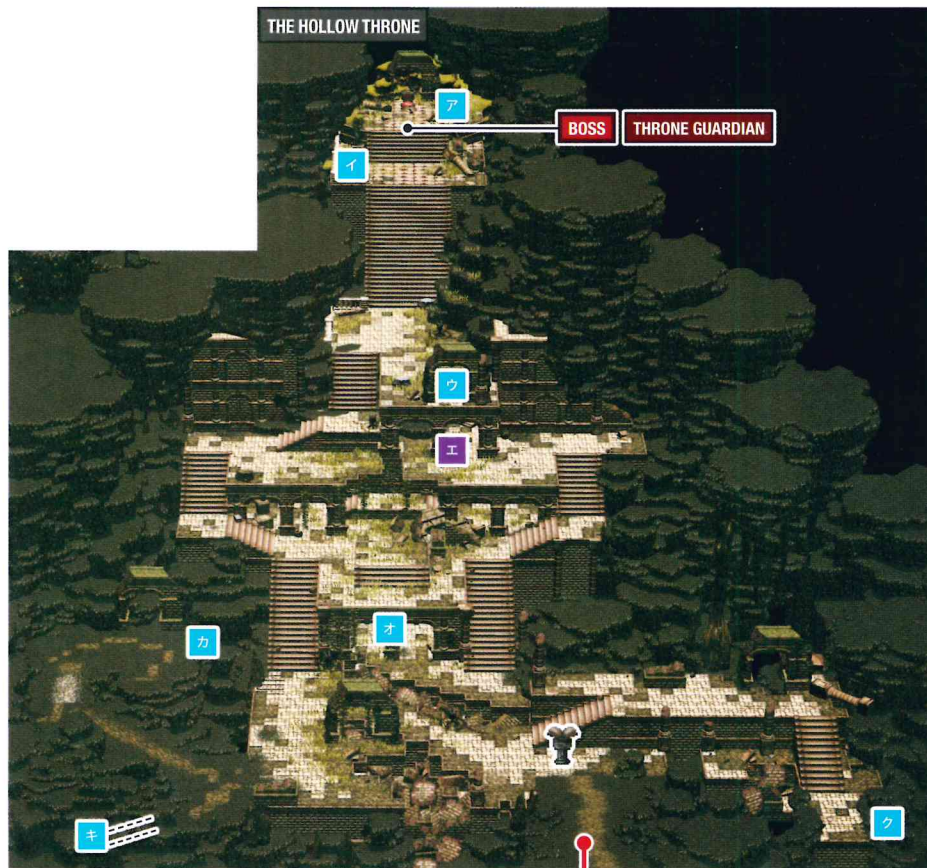
\*1: Appears in 0-3 progression points.





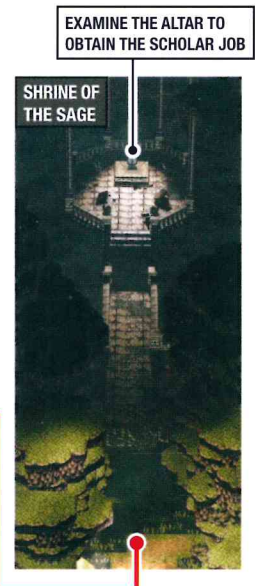
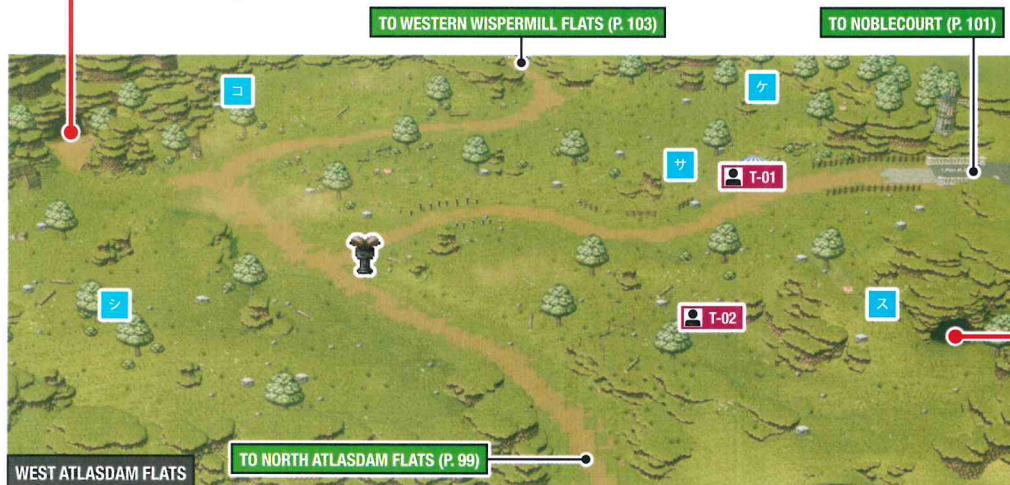
Flatlands 116 117 118

## West Atlasdam Flats, Shrine of the Sage & The Hollow Throne



### ◇ AVAILABLE ITEMS

ア	Moonblade
イ	Healing Grape (M)
ウ	Olive of Life (M)
エ	Silver Axe
オ	4,000 leaves
カ	Revitalizing Jam
キ	Energizing Pomegranate (L)
ク	Antidote Stone
ケ	Light Soulstone (M)
コ	Energizing Pomegranate
サ	Healing Grape (M)
シ	5,000 leaves
ス	Wind Amulet



### ◇ ENEMY LIST (WEST ATLASDAM FLATS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Flatlands Froggen IV	0	1,108	Dagger, Ice, Light	—	Inspiring Plum Basket (7%)
Flatlands Froggen V	0	1,259	Dagger, Ice, Light	—	Soothing Dust (35%)
Flatlands Froggen VI	24	3,987	Axe, Bow, Ice	—	Healing Grape (M) (8%)
Flatlands Frogking I	24	4,621	Dagger, Staff, Ice, Darkness	—	Healing Grape (M) (16%)
Night Raven	*1	900	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Dire Night Raven	24	3,407	Spear, Dagger, Bow, Wind	—	Addlewort (35%)
Antagonistic Ant	0	1,077	Dagger, Staff	—	Soothing Dust (35%)
Wanderweed	0	1,533	Sword, Fire	—	Addlewort (35%)
Giant Sheep	*1	1,652	Bow, Darkness	—	Olive Bloom (30%)
Mammoth Sheep	24	6,696	Bow, Darkness	—	Olive Bloom (40%)
Bloody Bull	24	9,274	Sword, Light	—	Olive of Life (15%)

### ◇ ENEMY LIST (THE HOLLOW THRONE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Remnant	0	3,388	Sword, Spear, Dagger, Axe	Poison, Sleep, Confusion	Olive of Life (M) (4%)
Thunder Remnant	0	3,034	Sword, Spear, Axe, Wind	Poison, Sleep, Confusion	Thunder Soulstone (M) (4%)
Marionette Bones	0	2,753	Staff, Wind, Light	Poison	Herb of Clarity (10%)
Puppet Bones	0	2,753	Staff, Fire, Light	Poison	Herb of Clarity (10%)
Thunder Revenant	0	16,678	Sword, Bow, Staff, Wind	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odd's and Ends (4%)
Lightning Elemental	0	3,038	Fire, Wind	Poison, Blindness, Sleep, Confusion	Thunder Soulstone (L) (4%)
Throne Guardian *2	0	30,307	Sword, Dagger, Staff, Ice, Wind	Poison, Sleep, Confusion	Inspiring Plum Basket (100%)

\*1: Appears in 0-3 progression points. \*2: After defeating the boss version of Throne Guardian, it appears randomly on the map.





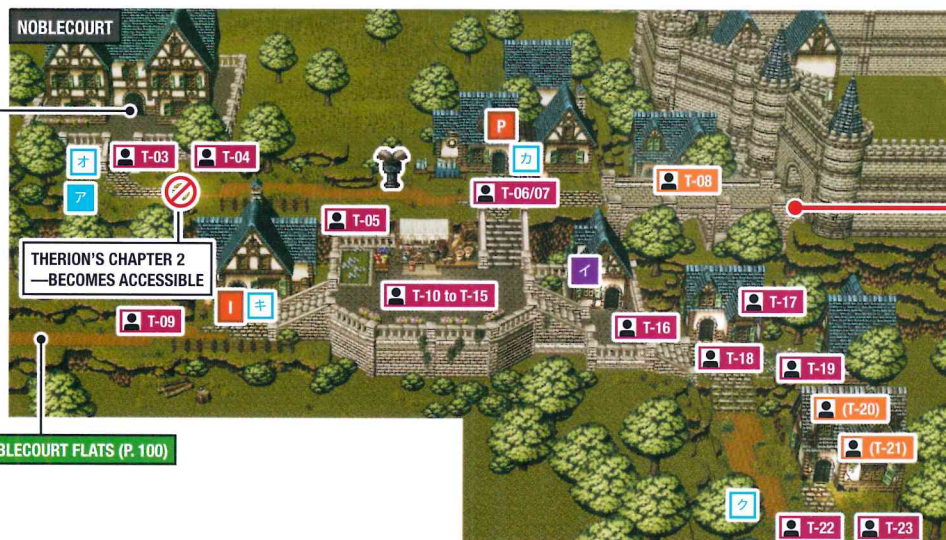
Flatlands 119

PRIMROSE'S CHAPTER 3

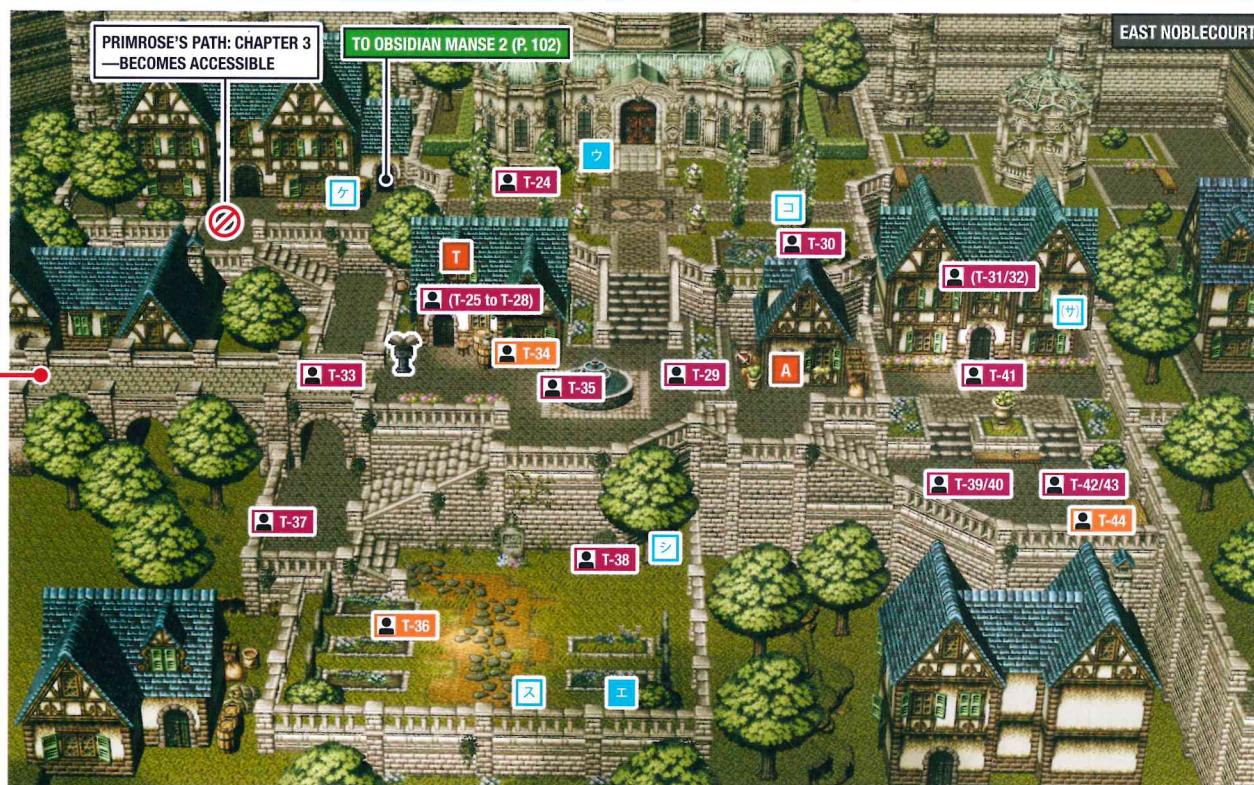
THERION'S CHAPTER 2

# Noblecourt & East Noblecourt

TO ORLICK'S MANSE 2 (P. 102)



TO WESTERN NOBLECOURT FLATS (P. 100)



## ◆ AVAILABLE ITEMS

ア	Herb of Clamor
イ	10,000 leaves
ウ	Herb of Light
エ	Olive of Life
オ	T-03 Energizing Pomegranate (M)
カ	T-09 Thunder Soulstone (L)
キ	T-16 Heavy Coin Pouch
ク	T-15 Curious Antique
ケ	T-43 Rare Stone
コ	T-25 Iron Axe
(サ)	T-39 Introduction to Adventuring
シ	T-28 Inspiring Plum (M)
ス	T-29 Copper-filled Pouch

## ◆ SHOP DATA

### P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Light	30
Purifying Dust	3,200
Injurious Dust	100
Essence of Grape	40

### A ARMORER (ADDITIONAL INFO T-27)

ITEM NAME	VALUE
Silver Sword	5,600
Greatsword	7,500
Spirit Sword	12,000
Piercing Dagger	7,500
Magus Knife	27,000
Assassin's Dagger	40,000
Plate Shield	3,120
Spiked Shield	9,600
Golden Hairpiece	6,000
Silver Vest	4,160
Grand Armor	9,600
Silent Cape	19,200

## Townsperson

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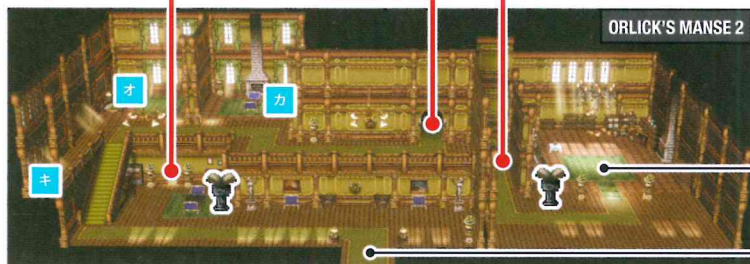
Captains' Bane





Flatlands 120

## Orlick's Manse



BOSS ORLICK (P. 25)

TO NOBLECOURT (P. 101)

### AVAILABLE ITEMS

ア	Light Soulstone (M)
イ	Thunder Amulet
ウ	Healing Grape Bunch
エ	Refreshing Jam
オ	Olive of Life
カ	Inspiring Plum
キ	3,000 leaves

### ENEMY LIST (ORLICK'S MANSE)

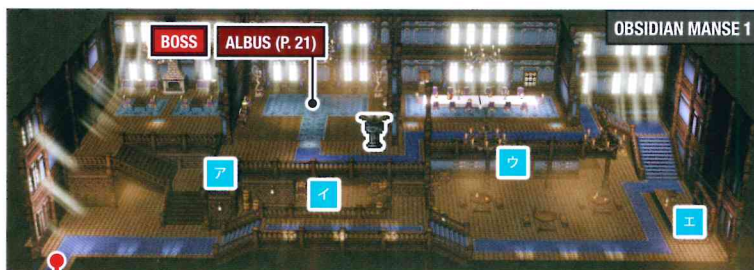
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dark Sentinel	0	950	Sword, Spear, Axe, Staff, Light	Poison, Sleep, Confusion	Shadow Soulstone (4%)
Ice Guardian	0	1,200	Sword, Dagger, Bow, Fire	Poison, Sleep, Confusion	Ice Soulstone (4%)
Dark Guardian	0	1,125	Sword, Dagger, Bow, Light	Poison, Sleep, Confusion	Shadow Soulstone (4%)
Guardian	0	1,197	Sword, Spear, Dagger, Bow	Poison, Sleep, Confusion	Healing Grape (M) (8%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Curator	0	1,530	Spear, Dagger, Bow, Staff	Poison, Sleep, Confusion	Inspiring Plum (M) (6%)
Sellsword I	0	1,466	Spear, Axe, Ice	—	Coin Pouch (4%)
Sellsword II	0	1,057	Spear, Axe, Ice	—	Coin Pouch (4%)



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## Obsidian Manse



TO EAST NOBLECOURT (P. 101)

### AVAILABLE ITEMS

ア	Inspiring Plum (M)
イ	Energizing Pomegranate (M)
ウ	Silver-filled Pouch
エ	Olive of Life (L)
オ	5,000 leaves
カ	Elemental Hat
キ	Antidote Stone
ク	Inspiring Plum Basket
ケ	Healing Grape Bunch

### ENEMY LIST (OBSIDIAN MANSE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Dire Ash Raven	0	3,945	Spear, Dagger, Bow, Wind	—	Addlewort (30%)
Icky Slug	0	3,624	Dagger, Light	—	Soothing Dust (35%)
Shaggy Spider	0	4,247	Dagger, Axe, Staff, Lightning, Light	—	Addlewort (35%)
Light Sentinel Mk. II	0	4,155	Sword, Spear, Axe, Staff, Darkness	Poison, Sleep, Confusion	Light Soulstone (M) (4%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Thunder Curator	0	5,575	Spear, Bow, Staff, Wind	Poison, Sleep, Confusion	Thunder Soulstone (4%)
Obsidian Associate I	0	4,401	Spear, Axe, Bow, Darkness	—	Herb of Healing (10%)
Obsidian Associate II	0	4,673	Sword, Ice, Wind, Light	—	Bottle of Poison Dust (5%)





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## Western Wispermill Flats, Shrine of the Starseer &amp; Forest of Purgation



BOSS MĀNAGARMR (P. 42)



WESTERN WISPERMILL FLATS

TO WISPERMILL (P. 104)

TO WESTERN NOBLECOURT FLATS (P. 100)



SHRINE OF THE STARSEER

ACCEPT THE TRIAL FROM  
THE ALTAR, DEFEAT  
STEOORRA TO OBTAIN THE  
STARSEER JOB (P. 48)

## ◆ AVAILABLE ITEMS

ア	Tempest Amulet
イ	Thunder Soulstone (L)
ウ	Forbidden Dagger
エ	Light Soulstone (L)
オ	Olive of Life (L)
カ	20,000 leaves
キ	Energizing Pomegranate (M)
ク	Cat's Eye
ケ	Olive of Life (M)
コ	Refreshing Jam
サ	Antidote Stone
シ	Light Soulstone (L)
ス	Inspiring Plum (M)

## ◆ ENEMY LIST (FOREST OF PURGATION)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Raging Treant	0	9,945	Axe, Fire	—	Essence of Pomegranate (40%)
Peek-a-Boo	0	7,611	Axe, Lightning	—	Olive of Life (M) (8%)
Toxic Spore	0	9,505	Axe, Lightning, Light	—	Herb of Healing (20%)
Furious Fungoid	0	6,606	Dagger, Staff, Lightning, Darkness	—	Herb of Revival (20%)
Devil Deer	0	8,801	Axe, Staff, Lightning, Wind, Darkness	—	Olive of Life (L) (4%)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Etlin Ophidian	0	9,023	Dagger, Axe, Wind, Darkness	—	Bottle of Sleeping Dust (10%)
Menacing Manticores	0	5,281	Sword, Bow, Staff, Wind	—	Healing Grape Bunch (12%)
Revenant	0	17,254	Sword, Dagger, Bow, Staff	Poison, Sleep, Confusion	Revitalizing Jam (1%)
Remnant Mk.II	0	6,704	Sword, Spear, Dagger, Axe	Poison, Sleep, Confusion	Olive of Life (L) (3%)

## ◆ ENEMY LIST (WESTERN WISPERMILL FLATS)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Flatlands Frogking I	0	4,821	Dagger, Staff, Ice, Darkness	—	Healing Grape (M) (16%)
Flatlands Frogking II	0	6,184	Dagger, Staff, Ice, Darkness	—	Soothing Dust (40%)
Flatlands Frogking III	0	7,471	Dagger, Bow, Lightning	—	Inspiring Plum (M) (10%)
Raging Rhino	0	7,041	Sword, Axe, Lightning, Darkness	—	Olive of Life (15%)
Plains Drake	0	7,173	Spear, Bow	—	Addlewort (40%)
Toxic Spore	0	9,505	Axe, Lightning, Light	—	Herb of Healing (20%)
Furious Fungoid	0	8,608	Dagger, Staff, Lightning, Darkness	—	Herb of Revival (20%)

## ◆ ENEMY LIST (SHRINE OF THE STARSEER)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Animated Armor	0	4,531	Axe, Staff, Ice, Light	Poison	Refreshing Jam (3%)
Wind Revenant	0	16,676	Sword, Bow, Staff, Lightning	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Light Revenant	0	16,960	Sword, Bow, Staff, Darkness	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Dark Revenant	0	16,960	Sword, Bow, Staff, Light	Poison, Sleep, Confusion	Inspiring Plum Basket (3%)
Wind Remnant Mk.II	0	7,599	Sword, Spear, Axe, Lightning	Poison, Sleep, Confusion	Wind Soulstone (L) (4%)
Light Remnant Mk.II	0	7,040	Sword, Spear, Axe, Darkness	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)
Shadow Remnant Mk.II	0	6,908	Sword, Spear, Axe, Light	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)

## Townsperson

U-01 to U-03

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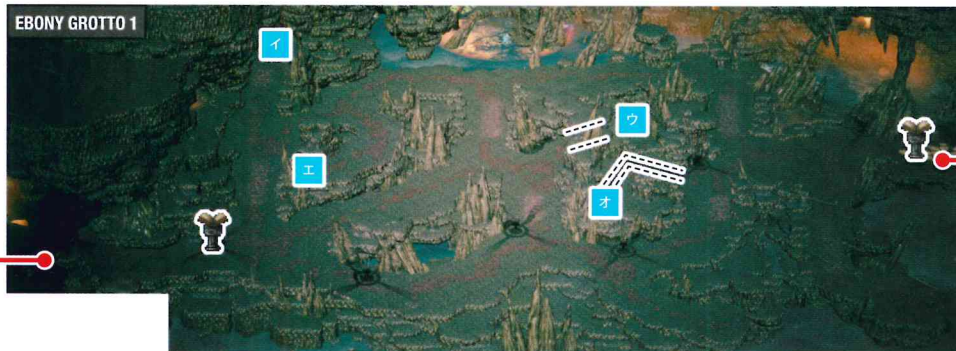




## Wispermill & Ebony Grotto



### EBONY GROTTO 1



#### ◇ AVAILABLE ITEMS

ア	Thunder Soulstone (M)
イ	Olive of Life (M)
ウ	Energizing Pomegranate (M)
エ	Giant's Club
オ	Refreshing Jam
カ	Thunderstorm Amulet
キ	Olive of Life (M)
ク	Inspiring Plum (M)
ケ	Healing Grape Bunch
コ	Antidote Stone
サ	Adamantine Hat
シ	30,000 leaves
ス	Energizing Pomegranate (M)
(セ)	U-10 Commemorative Coin
ソ	U-14 Old Coin
タ	U-13 Inspiring Plum Basket
チ	U-02 Refreshing Jam

#### ◇ SHOP DATA

GS GENERAL STORE (ADDITIONAL INFO U-11)

ITEM NAME	VALUE
Morning Star	42,000
Yggdrasil Staff	60,000
Adamantine Shield	14,400
Enchanted Circlet	14,400
Primeval Robe	19,200
Protective Bracelet	6,500
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Clamor	30
Herb of Light	30
Soothing Dust	100
Purifying Dust	3,200
Noxroot	5

### EBONY GROTTO 2



#### ◇ ENEMY LIST (EBONY GROTTO 1)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Dark Elemental	0	2,888	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Toxic Spore	0	9,505	Axe, Lightning, Light	—	Herb of Healing (20%)
Senior Cultist I	0	6,170	Sword, Dagger, Axe, Light	—	Monster Perfume (4%)
Senior Cultist II	0	4,839	Sword, Dagger, Axe, Light	—	Monster Perfume (4%)

#### ◇ ENEMY LIST (EBONY GROTTO 2)

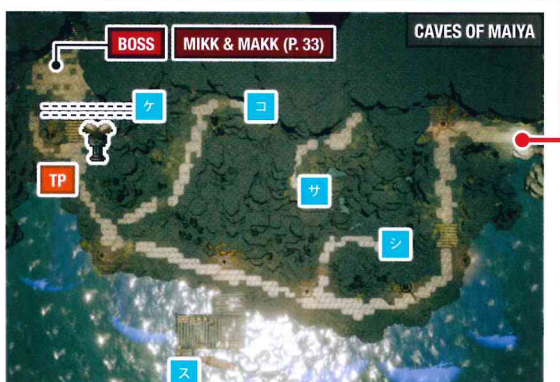
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Dark Elemental	0	2,888	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Toxic Spore	0	9,505	Axe, Lightning, Light	—	Herb of Healing (20%)
Dark Revenant	0	16,960	Sword, Bow, Staff, Light	Poison, Blindness, Sleep, Confusion	Inspiring Plum Basket (3%)
Shadow Remnant Mk.II	0	6,908	Sword, Spear, Axe, Light	Poison, Sleep, Confusion	Shadow Soulstone (L) (4%)





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## Rippletide, Path to the Caves of Maiya & Caves of Maiya



### SHOP DATA

TP TRAVELING PEDDLER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500

### AVAILABLE ITEMS

(ア)	500 leaves
イ	Healing Grape
ウ	Bottle of Poison Dust
エ	Inspiring Plum
オ	Herb of Clarity
カ	Inspiring Plum
キ	Healing Grape
ク	Healing Grape
ケ	Refreshing Jam
コ	Thunder Soulstone
サ	1,000 leaves
シ	Healing Grape
ス	Inspiring Plum
セ	V-19 Healing Grape (M)
ソ	V-13 Sleepweed
タ	V-16 Essence of Grape
チ	V-07 Articulate Stone
ツ	V-23 Thunder Soulstone (L)

### SHOP DATA

P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Inspiring Plum	240
Olive of Life	500
Herb of Healing	30
Herb of Clarity	30

A ARMORER (ADDITIONAL INFO V-21)

ITEM NAME	VALUE
Iron Spear	800
Sunlands Spear	8,000
Wolf's Bow	2,600
Quartz Rod	2,400
Round Shield	600
Chakra Band	2,640
Bronze Vest	1,080
Black Attire	1,800

### ENEMY LIST (PATH TO THE CAVES OF MAIYA)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Birdian I	0	276	Sword, Spear, Fire, Lightning	—	Healing Grape Bunch (10%)
Sea Birdian II	0	285	Sword, Spear, Fire, Lightning	—	Sleepweed (30%)
Sea Birdian III	3	527	Sword, Fire, Wind	—	Inspiring Plum Basket (7%)
Hermit Conch	0	330	Sword, Spear, Ice	—	Sleepweed (30%)
Flying Fish	0	279	Sword, Bow, Lightning, Darkness	—	Essence of Grape (30%)
Sailfish	3	465	Sword, Bow, Fire, Lightning	—	Essence of Grape (35%)
Rock Tortoise	4	1,365	Sword, Wind	—	Olive Bloom (30%)

\*1: Appears in 0–2 progression points.

### ENEMY LIST (CAVES OF MAIYA)

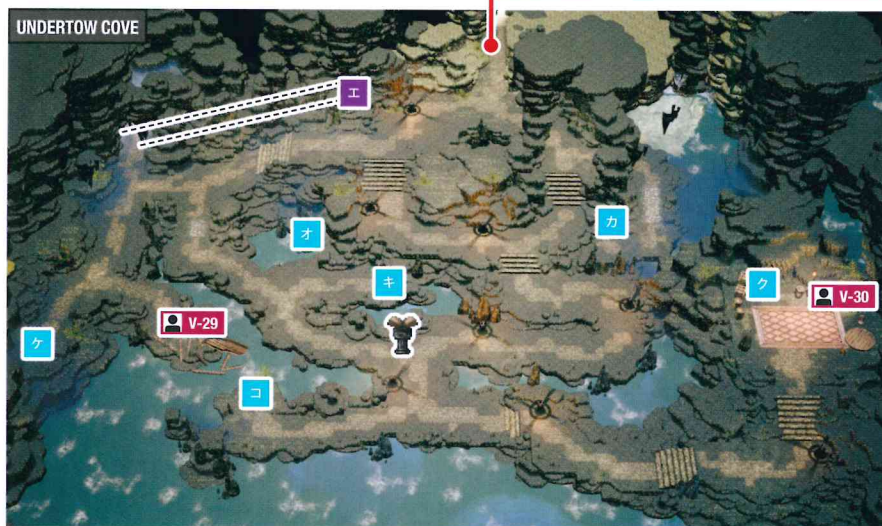
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Pirate I	0	439	Bow, Fire	—	Fish Tooth (15%)
Pirate II	0	370	Bow, Fire	—	Mysterious Ore (15%)
Pirate III	3	540	Sword, Bow	—	Empty Coin Pouch (4%)
Black Bat	0	349	Spear, Dagger, Bow, Ice	—	Curious Bloom (20%)
Shadow Bat	3	565	Sword, Spear, Bow, Ice	—	Curious Bloom (30%)
Sea Snake	3	370	Spear, Fire	—	Herb of Healing (10%)
Scaled Viper	*1	385	Spear, Axe, Darkness	—	Herb of Healing (10%)
Hermit Conch	0	330	Sword, Spear, Ice	—	Sleepweed (30%)





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## East Rippeltide Coast, North Rippeltide Coast & Undertow Cove



### ◇ AVAILABLE ITEMS

ア	Fortifying Nut
イ	Olive of Life
ウ	Healing Grape
エ	Justice Breaker
オ	Healing Grape Bunch
カ	Inspiring Plum (M)
キ	Olive of Life (M)
ク	20,000 leaves
ケ	Refreshing Jam
コ	Inspiring Plum Basket
サ	Magic Nut
シ	Inspiring Plum
ス	Wind Soulstone



### ◇ ENEMY LIST (EAST RIPPETIDE COAST & NORTH RIPPETIDE COAST)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Birdian I	0	276	Sword, Spear, Fire, Lightning	—	Healing Grape Bunch (10%)
Sea Birdian II	0	285	Sword, Spear, Fire, Lightning	—	Sleepweed (30%)
Sea Birdian III	3	527	Sword, Fire, Wind	—	Inspiring Plum Basket (7%)
Hermil Conch	0	330	Sword, Spear, Ice	—	Sleepweed (30%)
Flying Fish	0	279	Sword, Bow, Lightning, Darkness	—	Essence of Grape (30%)
Sailfish	3	465	Sword, Bow, Fire, Lightning	—	Essence of Grape (35%)
Rock Tortoise	4	1,365	Sword, Wind	—	Olive Bloom (30%)

### ◇ ENEMY LIST (UNDERTOW COVE)

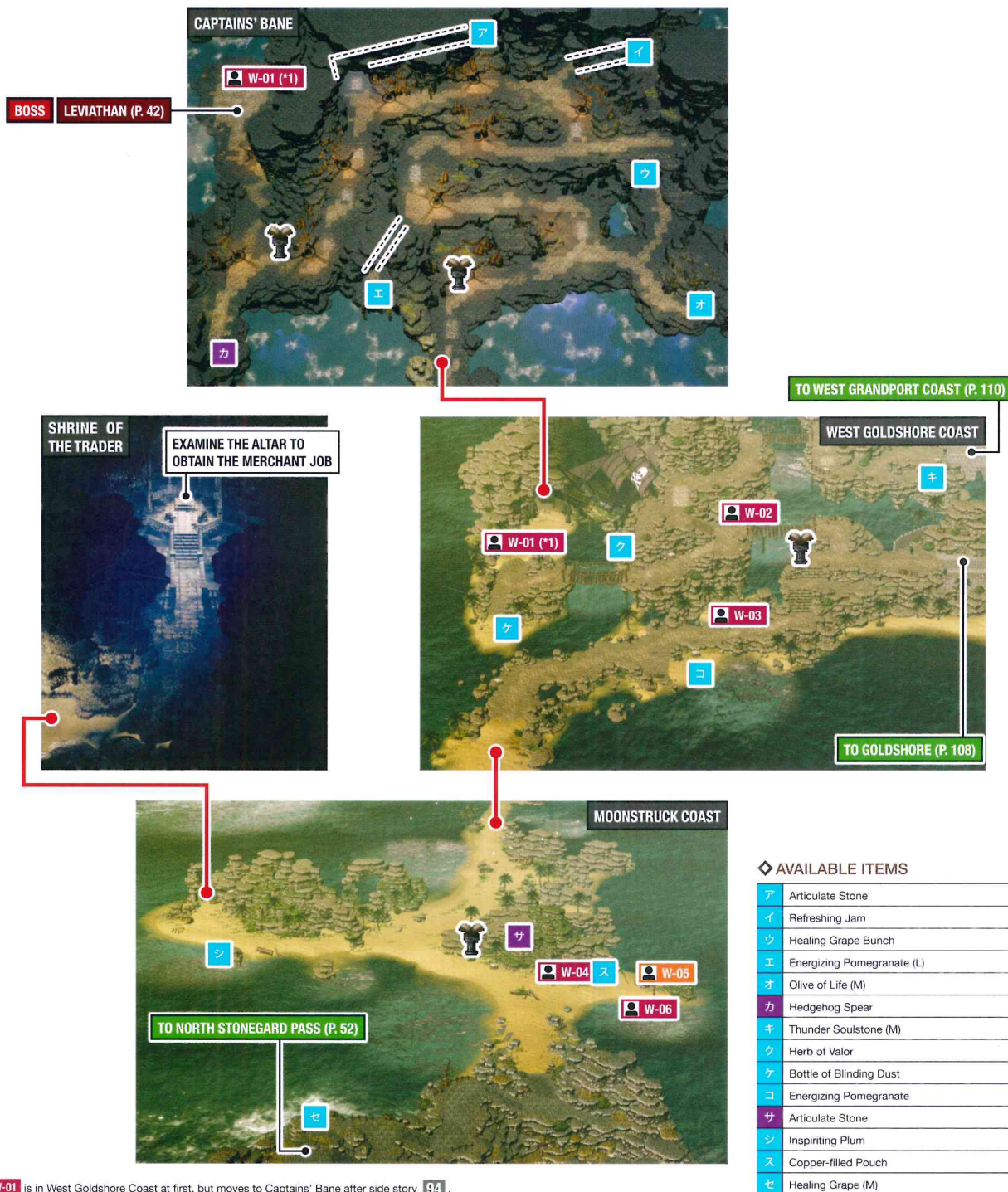
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Buccaneer Bones	0	4,609	Dagger, Staff, Lightning, Light	Poison	Hairbrush (4%)
Davy Bones	0	4,008	Axe, Staff, Wind, Light	Poison	Copper Lantern (4%)
Wind Elemental	0	2,742	Ice, Lightning	Poison, Blindness, Sleep, Confusion	Wind Soulstone (L) (4%)
Cetus Maximus	0	8,457	Spear, Staff, Lightning, Darkness	—	Addlewort (40%)
Black Scissors	0	5,565	Dagger, Axe, Wind	—	Curious Bloom (35%)
Reaper Crab	0	5,574	Dagger, Axe, Lightning	—	Sleepweed (40%)





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Moonstruck Coast, Shrine of the Trader, West Goldshore Coast & Captains' Bane



\*1 W-01 is in West Goldshore Coast at first, but moves to Captains' Bane after side story 94.

#### ◇ ENEMY LIST (WEST GOLDSHORE COAST & MOONSTRUCK COAST)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Birdian IV	*2	1,226	Spear, Staff, Fire, Lightning	—	Healing Grape (M) (8%)
Sea Birdian V	0	1,389	Spear, Staff, Fire, Lightning	—	Sleepweed (35%)
Sea Birdian VI	16	1,976	Sword, Fire, Wind	—	Inspiring Plum Basket (7%)
Sea Birdian I	24	2,764	Spear, Axe, Bow, Lightning	—	Inspiring Plum Basket (14%)
Buccaneer I	*2	1,799	Spear, Fire	—	Empty Coin Pouch (8%)
Buccaneer II	0	1,465	Spear, Fire	—	Empty Coin Pouch (8%)
Scissor Crab	*2	1,220	Dagger, Axe, Wind	—	Sleepweed (30%)
Scythe Crab	24	2,484	Dagger, Axe, Wind	—	Sleepweed (35%)
Rock Tortoise	*3	1,365	Sword, Wind	—	Olive Bloom (30%)
Mossy Tortoise	24	3,806	Sword, Wind	—	Olive Bloom (40%)
Kingfisher	24	4,088	Spear, Bow, Wind	—	Olive of Life (15%)

#### ◇ ENEMY LIST (CAPTAINS' BANE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Scythe Crab	0	2,484	Dagger, Axe, Wind	—	Sleepweed (35%)
Black Scissors	0	5,565	Dagger, Axe, Wind	—	Curious Bloom (35%)
Reaper Crab	0	5,574	Dagger, Axe, Lightning	—	Sleepweed (40%)
Mossy Tortoise	0	3,806	Sword, Wind	—	Olive Bloom (40%)
Azure Urchin	0	5,611	Spear, Lightning, Light	—	Olive of Life (8%)
Buccaneer Bones	0	4,609	Dagger, Staff, Lightning, Light	Poison	Hairbrush (4%)
Davy Bones	0	4,008	Axe, Staff, Wind, Light	Poison	Copper Lantern (4%)
Wind Elemental	0	2,742	Ice, Lightning	Poison, Blindness, Sleep, Confusion	Wind Soulstone (L) (4%)
Deep One *4	0	12,908	Sword, Axe, Light	—	Revitalizing Jam (3%)

\*2: Appears at 0-31 progression points. \*3: Appears at 0-23 progression points, and from 32 progression points onward. \*4: After defeating the boss version of Leviathan, it appears randomly on the map.

#### Townsperson

V-29 to W-06

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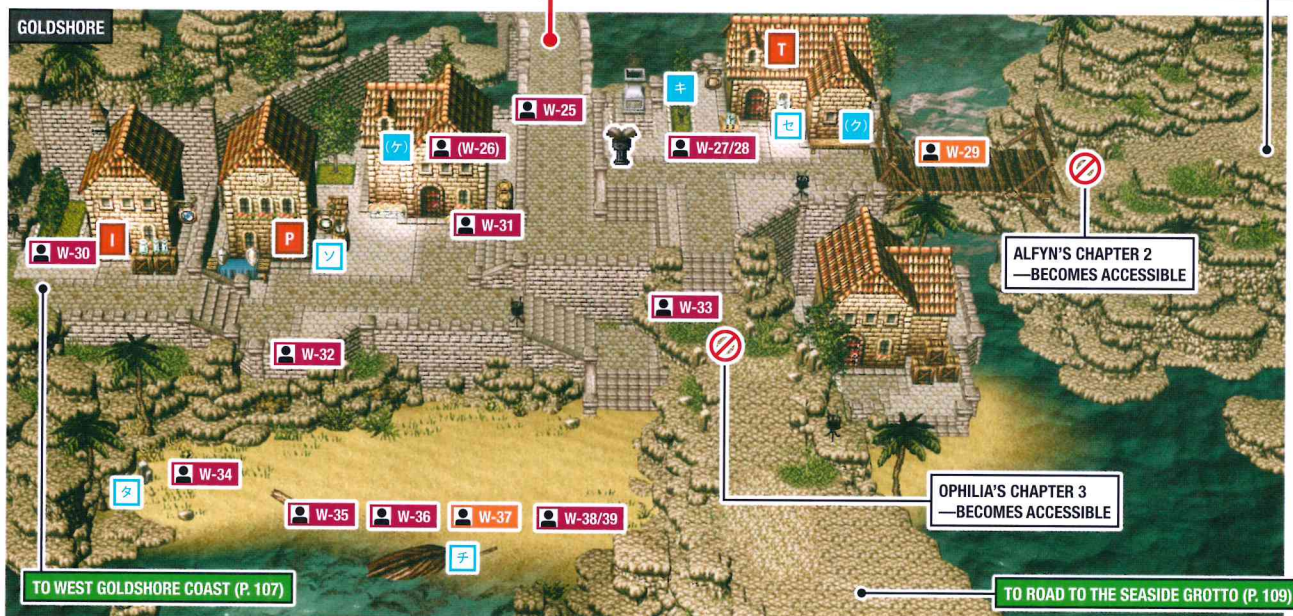
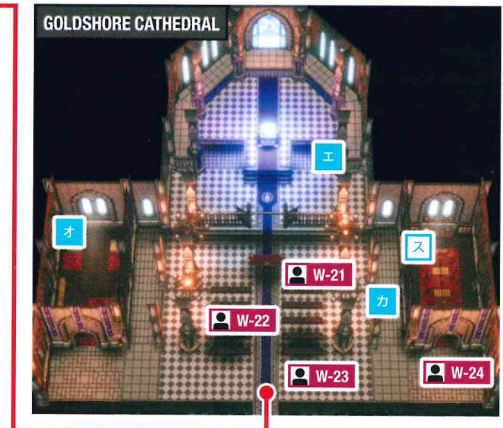
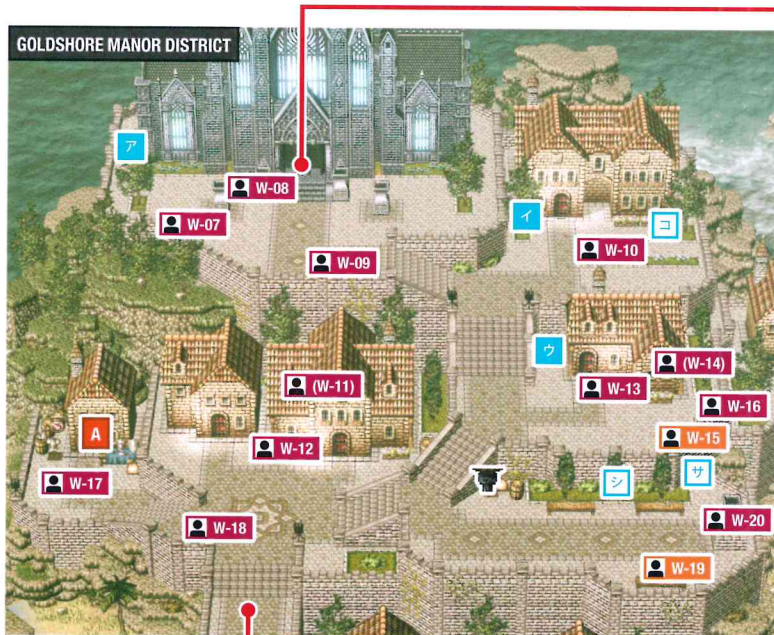
West Goldshore  
Coast

Captains' Bane





## Goldshore, Goldshore Manor District &amp; Goldshore Cathedral



## ◇ AVAILABLE ITEMS

ア	energizing pomegranate (M)
イ	herb of clamor
ウ	4,500 leaves
エ	herb of light
オ	inspiring plum basket
カ	olive of life
キ	thunder soulstone (M)
ク	olive of life
ケ	inspiring plum
コ	W-14 healing grape (M)
サ	W-07 wind soulstone (L)
シ	W-08 silver axe
ス	W-21 energizing pomegranate (M)
セ	W-19 odds and ends
ソ	W-25 copper-filled pouch
タ	W-33 healing grape bunch
チ	W-30 thunder soulstone (L)

## ◇ SHOP DATA

## P PROVISIONER

ITEM NAME	VALUE
Healing Grape	50
Healing Grape (M)	260
Inspiring Plum	240
Olive of Life (M)	3,000
Herb of Healing	30
Herb of Clarity	30
Herb of Revival	30
Purifying Dust	3,200
Injurious Dust	100
Noxroot	5
Essence of Grape	40

## A ARMORER (ADDITIONAL INFO W-23)

ITEM NAME	VALUE
Bridge Lance	24,000
Cleaver	8,000
Viking Axe	16,000
Graviron Axe	34,000
Sapphire Rod	32,000
Kite Shield	2,400
Elemental Shield	7,800
Saintly Tiara	2,760
Starlight Hat	7,200
Silver Vest	4,160
Elemental Robe	8,160
Elemental Heavy Armor	19,200
Unerring Ring	2,200
Stimulating Ring	3,000
Protective Ring	3,000





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## Road to the Caves of Azure & Caves of Azure



### ◇ AVAILABLE ITEMS

ア	Heavy Coin Pouch
イ	Energizing Pomegranate
ウ	Purifying Seed
エ	Falcon Garb
オ	Spiked Armor
カ	Purifying Dust
キ	Ruinous Dust

### Townsperson

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### ◇ ENEMY LIST (ROAD TO THE CAVES OF AZURE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Birdian VI	0	1,976	Sword, Fire, Wind	—	Inspiring Plum Basket (7%)
Sea Birding I	0	2,764	Spear, Axe, Bow, Lightning	—	Inspiring Plum Basket (14%)
Scissor Crab	0	1,220	Dagger, Axe, Wind	—	Sleepweed (30%)
Rock Tortoise	0	1,365	Sword, Wind	—	Olive Bloom (30%)

### ◇ ENEMY LIST (CAVES OF AZURE)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Barnacle Bat	0	1,390	Sword, Spear, Bow, Lightning	—	Curious Bloom (30%)
Barnacle Crab	0	1,555	Dagger, Axe, Wind	—	Addlewort (30%)
Barnacle Tortoise	0	1,846	Sword, Axe, Wind	—	Olive Bloom (30%)
Sea Slug	0	1,791	Fire, Wind, Darkness	—	Essence of Pomegranate (30%)
Buccaneer III	0	2,138	Spear, Bow, Lightning, Light	—	Coin Pouch (4%)
Buccaneer IV	0	1,853	Spear, Bow, Lightning, Light	—	Coin Pouch (4%)



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## Road to the Seaside Grotto & Seaside Grotto



### ◇ AVAILABLE ITEMS

ア	Olive of Life	キ	Inspiring Plum Basket
イ	Inspiring Plum (M)	ク	Ice Amulet
ウ	Energizing Pomegranate (M)	ケ	Thunder Soulstone (M)
エ	Silver-filled Pouch	コ	Bottle of Poison Dust
オ	Refreshing Jam	サ	Herb of Awakening
カ	Grand Helm	シ	Healing Grape Bunch

### ◇ ENEMY LIST (SEASIDE GROTTO)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Shaggy Spider	0	4,247	Dagger, Axe, Staff, Lightning, Light	—	Addlewort (35%)
Light Sentinel Mk.II	0	3,417	Sword, Spear, Axe, Staff, Ice	Poison, Sleep, Confusion	Fire Soulstone (M) (4%)
Light Sentinel Mk.II	0	3,593	Sword, Spear, Axe, Staff, Light	Poison, Sleep, Confusion	Shadow Soulstone (M) (4%)
Fire Elemental	0	2,742	Ice, Wind	Poison, Blindness, Sleep, Confusion	Fire Soulstone (L) (4%)
Dark Elemental	0	2,888	Fire, Light	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Believer I	0	3,427	Sword, Dagger, Axe, Light	—	Monster Perfume (2%)
Believer II	0	3,069	Sword, Dagger, Axe, Light	—	Monster Perfume (2%)

### ◇ ENEMY LIST (ROAD TO THE SEASIDE GROTTO)

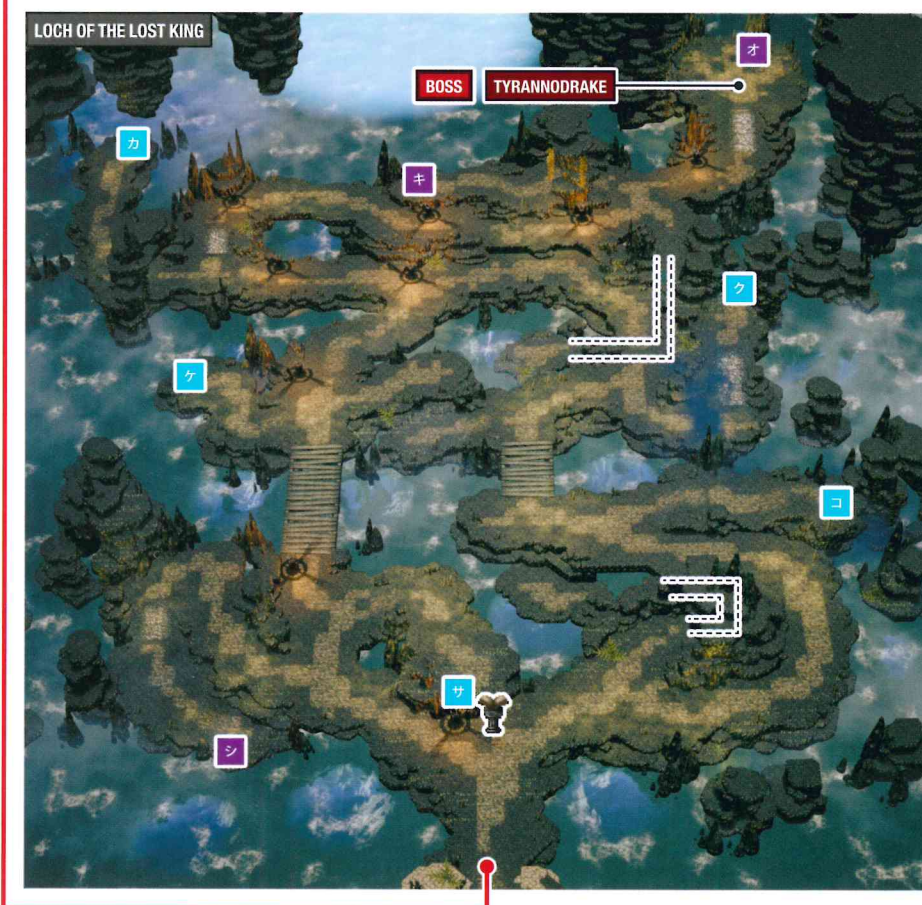
NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Azure Urchin	0	5,611	Spear, Lightning, Light	—	Olive of Life (8%)
Flame Curator	0	4,357	Spear, Bow, Staff, Ice	Poison, Sleep, Confusion	Fire Soulstone (4%)
Dark Curator	0	4,790	Spear, Bow, Staff, Light	Poison, Sleep, Confusion	Shadow Soulstone (4%)
Scythe Crab	0	2,484	Dagger, Axe, Wind	—	Sleepweed (35%)
Mossy Tortoise	0	3,808	Sword, Wind	—	Olive Bloom (40%)





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## West Grandport Coast & Loch of the Lost King



### ◇ AVAILABLE ITEMS

ア	Healing Grape Bunch
イ	Wind Soulstone (L)
ウ	20,000 leaves
エ	Thunder Soulstone (L)
オ	Improved Bow of the Eagle
カ	Olive of Life (L)
キ	Sturdy Sapphire Rod
ク	30,000 leaves
ケ	Energizing Pomegranate (L)
コ	Wind Soulstone (L)
サ	Inspiring Plum Basket
シ	Articulate Stone

### ◇ ENEMY LIST (WEST GRANDPORT COAST)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Birdking I	0	2,764	Spear, Axe, Bow, Lightning	—	Inspiring Plum Basket (14%)
Sea Birdking II	0	5,006	Spear, Axe, Bow, Lightning	—	Sleepweed (40%)
Sea Birdking III	0	4,839	Spear, Fire, Lightning	—	Healing Grape Bunch (12%)
Black Scissors	0	5,565	Spear, Axe, Wind	—	Curious Bloom (35%)
Reaper Crab	0	5,574	Dagger, Axe, Lightning	—	Sleepweed (40%)
Greater Kingfisher	0	6,379	Spear, Bow, Wind	—	Olive of Life (M) (8%)
Cetus Maximus	0	8,457	Spear, Staff, Lightning, Darkness	—	Addlewort (40%)

### ◇ ENEMY LIST (LOCH OF THE LOST KING)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Sea Birdking II	0	5,006	Spear, Axe, Bow, Lightning	—	Sleepweed (40%)
Sea Birdking III	0	4,839	Spear, Fire, Lightning	—	Healing Grape Bunch (12%)
Gooley Slug	0	7,759	Dagger, Light	—	Inspiring Plum (M) (7%)
Bandit Bones	0	6,290	Axe, Staff, Lightning, Light	Poison	Odds and Ends (4%)
Ice Elemental	0	2,742	Fire, Lightning	Poison, Blindness, Sleep, Confusion	Shadow Soulstone (L) (4%)
Lightning Elemental	0	3,038	Fire, Wind	Poison, Blindness, Sleep, Confusion	Thunder Soulstone (L) (4%)
Furious Fungoid	0	8,608	Dagger, Staff, Lightning, Darkness	—	Herb of Revival (20%)
Tyrannodrake *1	0	11,156	Axe, Staff, Ice, Wind	—	Revitalizing Jam (3%)

\*1: After defeating the boss version of Tyrannodrake, it appears randomly on the map.

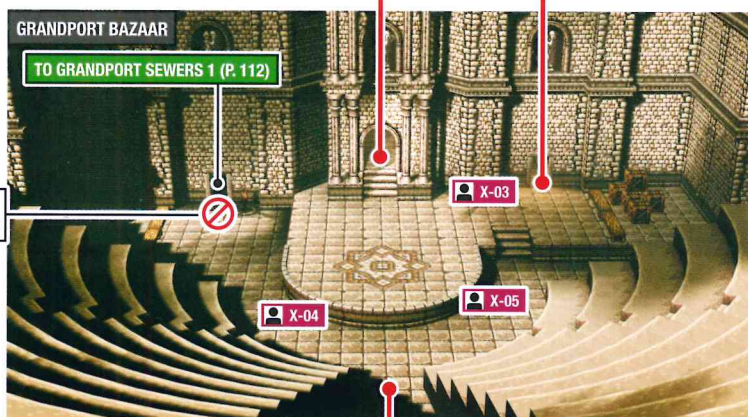
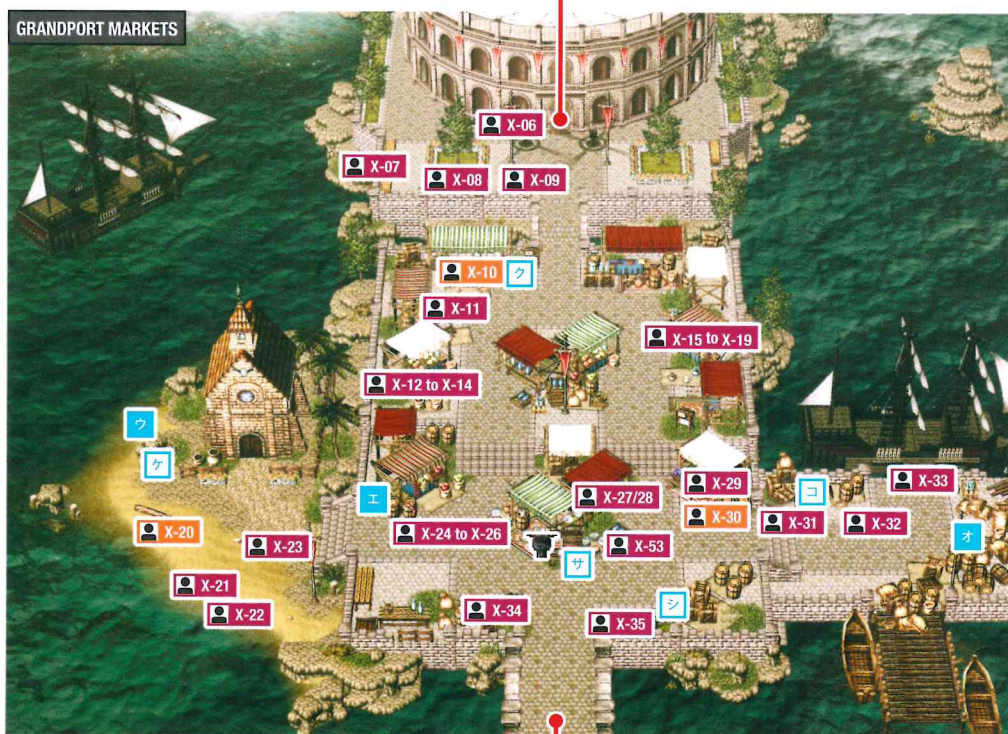




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TRESSA'S CHAPTER 4

# Grandport, Grandport Markets & Grandport Bazaar


TRESSA'S CHAPTER 4  
—BECOMES ACCESSIBLE


## AVAILABLE ITEMS

ア	25,000 leaves
イ	Dazzling Artwork
ウ	Silver-filled Pouch
エ	Empty Coin Pouch
オ	Bottle of Sleeping Dust
カ	Inspiring Plum Basket
キ	X-04 Articulate Stone
ク	X-16 Heavy Coin Pouch
ケ	X-34 Refreshing Jam
コ	X-07 Rusty Cup
サ	X-25 Inspiring Plum (M)
シ	X-31 Silver Hairpiece
ス	X-40 Injurious Dust
セ	X-47 Revitalizing Jam
ソ	X-44 Coin Pouch

## SHOP DATA

PROVISIONER	
ITEM NAME	VALUE
Healing Grape (M)	260
Healing Grape Bunch	720
Inspiring Plum	240
Inspiring Plum (M)	900
Olive of Life (M)	3,000
Herb of Healing	30
Herb of Clarity	30
Injurious Seed	5
Injurious Dust	100
Essence of Grape	40

## ARMORER (ADDITIONAL INFO X-35)

ITEM NAME	VALUE
Magus Glaive	32,000
Platinum Spear	38,000
Soul Glaive	50,000
Seraphim Spear	58,000
Pirate's Longbow	35,000
Adamantite Bow	43,000
Knight's Shield	19,200
Dragon's Helm	33,600
Platinum Vest	21,600
Unerring Bracelet	5,800

## Townsperson

X-01 to X-53

## MAP INDEX

Highlands

Sunlands

Riverlands

Clifflands

Woodlands

Frostlands

Flatlands

Coastlands

Goldshore

Goldshore  
Manor District

Goldshore  
Cathedral

Road to the  
Caves of Azure

Caves of Azure

Road to the  
Seaside Grotto

Seaside Grotto

West Grandport  
Coast

Loch of the  
Lost King

Grandport

Grandport  
Markets

Grandport  
Bazaar

Grandport  
Sewers





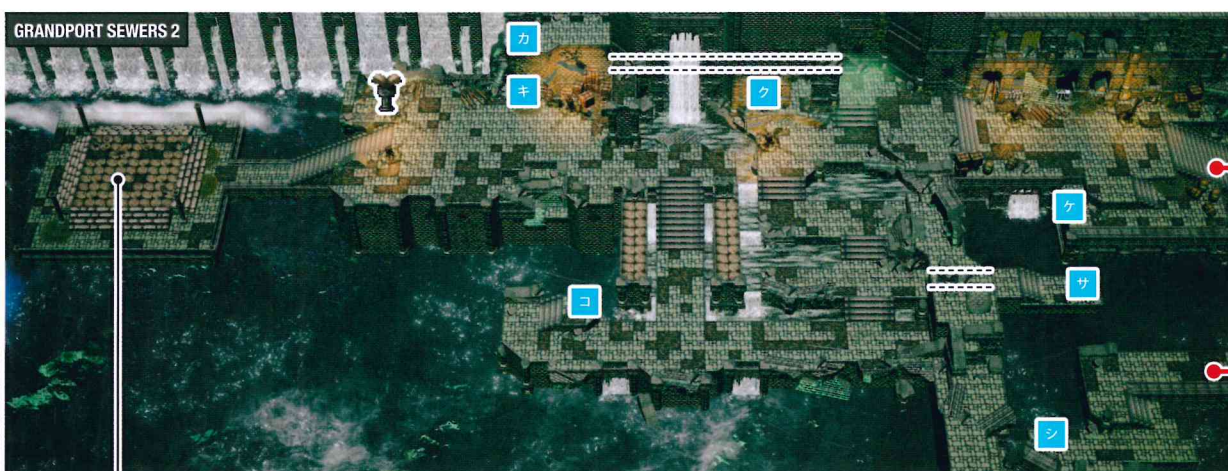
Coastlands 145

## Grandport Sewers



GRANDPORT SEWERS 1

TO GRANDPORT BAZAAR (P. 111)



GRANDPORT SEWERS 2

BOSS ESMERALDA (P. 33)

### ◇ AVAILABLE ITEMS

ア	Thunder Soulstone (L)
イ	Imperial Helm
ウ	Energizing Pomegranate (L)
エ	Legion Dagger
オ	Wind Soulstone (L)
カ	Scourge Lance
キ	Olive of Life (L)
ク	Refreshing Jam
ケ	Thunder Soulstone (L)
コ	Healing Grape (M)
サ	Robe of the Dragon Princess
シ	Force Shield

### ◇ ENEMY LIST (GRANDPORT SEWERS 1)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Black Scissors	0	5,565	Dagger, Axe, Wind	—	Curious Bloom (35%)
Gooley Slug	0	7,759	Dagger, Light	—	Inspiring Plum (M) (7%)
Obsidian Executive I	0	5,553	Spear, Axe, Bow, Darkness	—	Herb of Healing (15%)
Obsidian Executive II	0	5,949	Sword, Ice, Wind, Light	—	Bottle of Poison Dust (8%)

### ◇ ENEMY LIST (GRANDPORT SEWERS 2)

NAME	DIFF.	HP	WEAKNESSES	IMMUNITIES	ITEMS DROPPED
Vampire Bat	0	3,228	Sword, Spear, Bow, Ice	—	Curious Bloom (40%)
Black Scissors	0	5,565	Dagger, Axe, Wind	—	Curious Bloom (35%)
Gooley Slug	0	7,759	Dagger, Light	—	Inspiring Plum (M) (7%)
Sea Anemone	0	4,291	Axe, Lightning, Darkness	—	Addlewort (40%)
Thunder Sentinel Mk.II	0	4,839	Sword, Spear, Axe, Staff, Wind	Poison, Sleep, Confusion	Thunder Soulstone (M) (4%)
Thunder Guardian Mk.II	0	5,609	Sword, Dagger, Bow, Wind	Poison, Sleep, Confusion	Thunder Soulstone (M) (4%)
Thunder Curator Mk.II	0	7,856	Spear, Bow, Wind	Poison, Sleep, Confusion	Thunder Soulstone (M) (4%)





DATA



# CHARACTER TRAITS

The eight protagonists of this game each have their own unique traits.  
First, let's take a look at the overall breakdown and commands available for each character.

## Character Abilities (Red indicates Path Actions that can harm your reputation when failed. See page 13 for a summary of parameters.)



Olberic

Olberic has high max HP, excellent Physical Attack and superior Physical Defense. He can Boost his Defend command, and boasts the greatest resistance ability of the party.

Initial Town: Cobbleston (P. 50)      Base Job: Warrior (P. 118)  
Path Action: **Challenge**      Request one-on-one battles. Winning knocks the opponent unconscious.  
Talent: Bolster Defense      Allows Boost of the Defend command in battle.

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	325	40	96	72	88	64	88	80	80	64
25	1,879	68	157	117	144	104	144	131	131	104
50	3,201	95	217	162	199	144	199	181	181	144
99	5,781	145	342	256	313	228	313	285	285	228



Alfyn

Alfyn's HP and Physical Attack are only second to Olberic. His Concoct command has incredible potential, offering both attack and recovery.

Initial Town: Clearbrook (P. 67)      Base Job: Apothecary (P. 120)  
Path Action: **Inquire**      Glean information from the target.  
Talent: Concoct      Combine materials in battle to heal or attack (P. 115).

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	300	50	88	80	80	80	80	64	80	72
25	1,735	85	144	131	131	131	131	104	131	117
50	2,955	119	199	181	181	181	181	144	181	162
99	5,336	182	313	285	285	285	285	228	285	256



H'aanit

H'aanit is scant in the SP and defense departments, but makes up for it with higher overall stats across the rest of the board. Capture gives her access to a myriad of attack types.

Initial Town: S'warkii (P. 83)      Base Job: Hunter (P. 122)  
Path Action: **Provoke**      Use beasts to battle.  
Talent: Capture      Capture demons and beasts faced in battle (P. 115).

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	250	40	96	80	64	64	96	80	88	88
25	1,446	68	157	131	104	104	157	131	144	144
50	2,463	95	217	181	144	144	217	181	199	199
99	4,447	145	342	285	228	228	342	285	313	313



Cyrus

Cyrus boasts both the highest Elemental Attack of the party and the lowest maximum HP. His Study Foe talent is extremely convenient, revealing an enemy weakness at the start of battle.

Initial Town: Atlasdam (P. 97)      Base Job: Scholar (P. 124)  
Path Action: **Scrutinize**      Probe the target for information.  
Talent: Study Foe      Reveal one enemy weakness during battle.

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	200	60	72	104	72	96	80	72	64	80
25	1,156	102	117	170	117	157	131	117	104	131
50	1,970	142	162	235	162	217	181	162	144	181
99	3,557	218	256	370	256	342	285	256	228	285



Primrose

Of the characters specializing in elemental attacks, Primrose has the highest Speed. Make good use of the Allure command to have townspeople participate in battle.

Initial Town: Sunshade (P. 59)      Base Job: Dancer (P. 119)  
Path Action: **Allure**      Charm the target to follow you.  
Talent: Summon      Summon an allured person into battle.

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	225	50	80	96	56	64	80	104	80	88
25	1,301	85	131	157	91	104	131	170	131	144
50	2,216	119	181	217	126	144	181	235	181	199
99	4,002	182	285	342	199	228	285	370	285	313



Therion

Therion has low Physical and Elemental Defense, so furnish him with the highest Evasion. Having him in your party lets you open locked purple treasure chests.

Initial Town: Bolderfall (P. 75)      Base Job: Dancer (P. 121)  
Path Action: **Steal**      Steal items from the target.  
Talent: Pick Lock      Open locked purple treasure chests around the land.

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	250	40	88	80	64	64	88	96	80	96
25	1,446	68	144	131	104	104	144	157	131	157
50	2,463	95	199	181	144	144	199	217	181	217
99	4,447	145	313	285	228	228	313	342	285	342



Ophilia

Ophilia has high maximum SP, Elemental Attack, and Elemental Defense, but poor Evasion. Like Primrose, you should make good use of her Path Action.

Initial Town: Flamesgrace (P. 90)      Base Job: Cleric (P. 123)  
Path Action: **Guide**      Guide the target to follow you.  
Talent: Summon      Summon a guided person into battle.

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	225	65	80	96	80	104	80	64	56	64
25	1,301	110	131	157	131	170	131	104	91	104
50	2,216	154	181	217	181	235	181	144	126	144
99	4,002	236	285	342	285	370	285	228	199	228



Tressa

Tressa has balanced stats all across the board. Her convenient Eye for Money talent collects leaves as you travel.

Initial Town: Rippletide (P. 105)      Base Job: Merchant (P. 125)  
Path Action: **Purchase**      Purchase items from the target.  
Talent: Eye for Money      Collect leaves when moving across fields and dungeons.

LEVEL	PARAMETERS									
	HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
1	275	50	88	88	80	80	80	72	72	72
25	1,590	85	144	144	131	131	131	117	117	117
50	2,709	119	199	199	181	181	181	162	162	162
99	4,891	182	313	313	285	285	285	256	256	256



## Path Action and Capture Probability

The Allure and Steal Path Actions have a chance of failure, as does H'aanit's Capture talent. Their success rates are shown below. Tressa's Purchase Path Action also has a chance of triggering a discount, and her level determines both the likelihood and rate of said discount.

### ◆ FACTORS AFFECTING H'AANIT'S CAPTURE SUCCESS RATE

- ◆ Capture success rate increases as H'aanit's level increases.
- ◆ The weaker the enemy, the higher general chance of success.
- ◆ The more an enemy's HP is drained, the more likely they are to be caught.
- ◆ Capture success rate doubles when the target is afflicted with a status ailment or Breaks.
- ◆ Capture success rate doubles when all of the target's weaknesses are revealed.
- ◆ The higher H'aanit's Boost level, the higher the Capture success rate (130% at Lv. 2, 170% at Lv. 3, 200% at max Boost).

### ◆ SUCCESS RATES FOR ROGUE PATH ACTIONS AND PURCHASE DISCOUNT RATES

#### Allure & Scrutinize Success Rates

For Allure and Scrutinize, each townspeople has a calculated Steal success rate and Scrutinize success rate adjusted based on character levels.

#### (Allure/Scrutinize Success Rate) x Adjustment by Level

o Adjustment Rate Based on Primrose's/Cyrus's Level

LEVEL	ADJ. RATE	LEVEL	ADJ. RATE
1-10	x1.0	51-60	x2.0
11-20	x1.2	61-70	x2.2
21-30	x1.4	71-80	x2.4
31-40	x1.6	81-90	x2.6
41-50	x1.8	91-99	x2.8

#### Steal Success Rate

The success rate of Steal is determined by the "Steal Level" gap, which is determined by Therion's level and the item he's trying to steal. It's easier for Therion to steal when his level is higher than the Steal Level; the system is set up to increase the rate of success as his level increases.

o Steal Success Rate Based on Gap Between Therion Level and Target Item's Levels

LEVEL GAP	SUCCESS RATE	LEVEL GAP	SUCCESS RATE
0+	100%	-12 to -14	15%
-1 to -7	80%	-15 to -21	8%
-8 to -9	65%	-22+	3%
-10 to -11	55%		

#### Purchase Discount Rate and Amount

When using Purchase, Tressa occasionally triggers a discount. The rate of occurrence and the percentage discounted changes depending on Tressa's level.

o Discount Trigger Rate/Discount Rate Based on Tressa's Level

LEVEL	DISCOUNT TRIGGER RATE/ DISCOUNT RATE	LEVEL	DISCOUNT TRIGGER RATE/ DISCOUNT RATE
1-10	10%/10%	51-60	60%/35%
11-20	20%/15%	61-70	70%/40%
21-30	30%/20%	71-80	80%/45%
31-40	40%/25%	81-90	90%/50%
41-50	50%/30%	91-99	99%/55%

CHECK TOWNSPEOPLE DATA ON PAGE 130 FOR INDIVIDUAL TOWNSPERSON STATS!

## Alfyn's Concoct Recipes

Alfyn's Concoct talent combines two materials to unleash potions with specific effects. These combinations require a Material A (one of eight items labeled "~Seed" or "~Dust") and a Material B (one of eight types of strange herbs such

as "Noxroot," "Essence of Grape," etc.). In total, there are sixty-four different combinations available. Main potion effects are mostly determined by Material A, with Material B determining any additional effects. All Material A items can be

purchased in towns, but of the Material B items only Noxroot and Essence of Grape are available for purchase. Other components are mostly obtained from defeated enemies, as detailed on page 169.

### ◆ CONCOCT LIST (MATERIAL A SELECTED FIRST, MATERIAL B SELECTED SECOND)

Material A: Soothing Seed [Effect: Recovery, single ally]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Curative Balm (Recover 200 HP, cure Poison)
Sleepweed	Rousing Balm (Recover 200 HP, cure Sleep)
Addlewort	Lucid Balm (Recover 200 HP, cure Confusion)
Essence of Grape	Healing Balm (Recover 1,000 HP)
Essence of Plum	Inspiring Balm (Recover 50 SP)
Essence of Pomegranate	Boosting Balm (Recover 2 BP)
Olive Bloom	Vivifying Balm (Revive with 1,000 HP)
Curious Bloom	Curious Balm (Recover 1,000 HP, first action on next turn)

Material A: Purifying Dust [Great recovery, all allies]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Curative Mist+ (Recover 1,600 HP, cure Poison)
Sleepweed	Rousing Mist+ (Recover 1,600 HP, cure Sleep)
Addlewort	Lucid Mist+ (Recover 1,600 HP, cure Confusion)
Essence of Grape	Healing Mist+ (Recover 3,000 HP)
Essence of Plum	Inspiring Mist+ (Recover 50 SP)
Essence of Pomegranate	Boosting Mist+ (Recover 2 BP)
Olive Bloom	Vivifying Mist+ (Revive with 3,000 HP)
Curious Bloom	Curious Mist+ (Recover 1,600 HP) *2

Material A: Ruinous Seed [3 physical attacks, single enemy]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Flaming Powder x3 (Fire attack, may inflict Poison)
Sleepweed	Freezing Powder x3 (Ice attack, may inflict Sleep)
Addlewort	Luminous Powder x3 (Light attack, may inflict Confusion)
Essence of Grape	Gusting Powder x3 (Wind attack, may inflict Physical Defense)
Essence of Plum	Shocking Powder x3 (Lightning attack, may inflict Elemental Defense)
Essence of Pomegranate	Midnight Powder x3 (Dark attack, may reduce Speed)
Olive Bloom	Gusting Bloom x3 (Wind attack, may reduce Evasion)
Curious Bloom	Bizarre Powder (One light, thunder, and wind attack each)

Material A: Soothing Dust [Recovery, all allies]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Curative Mist (Recover 100 HP, cure Poison)
Sleepweed	Rousing Mist (Recover 100 HP, cure Sleep)
Addlewort	Lucid Mist (Recover 100 HP, cure Confusion)
Essence of Grape	Healing Mist (Recover 800 HP)
Essence of Plum	Inspiring Mist (Recover 30 SP)
Essence of Pomegranate	Boosting Balm (Recover 1 BP)
Olive Bloom	Vivifying Mist (Revive with 800 HP)
Curious Bloom	Curious Mist (Recover 800 HP) *1

Material A: Injurious Seed [2-3 physical attacks, single enemy]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Fiery Powder x2 (Fire attack x2, may inflict Poison)
Sleepweed	Chilling Powder x2 (Ice attack x2, may inflict Sleep)
Addlewort	Glimmering Powder x2 (Light attack x2, may inflict Confusion)
Essence of Grape	Blustery Powder x2 (Wind attack x2, may reduce Physical Defense)
Essence of Plum	Tingling Powder x2 (Lightning attack x2, may reduce Elemental Defense)
Essence of Pomegranate	Shadow Powder x2 (Dark attack x2, may reduce Speed)
Olive Bloom	Blustery Bloom x2 (Wind attack x2, may reduce Evasion)
Curious Bloom	Curious Powder (Fire attack x3)

Material A: Ruinous Dust [2-3 elemental attacks, all enemies]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Flaming Cloud x2 (Fire attack x2, may inflict Poison)
Sleepweed	Freezing Cloud x2 (Ice attack x2, may inflict Sleep)
Addlewort	Luminous Cloud x2 (Light attack x2, may inflict Confusion)
Essence of Grape	Gusting Cloud x2 (Wind attack x2, may reduce Physical Defense)
Essence of Plum	Shocking Cloud x2 (Lightning attack x2, may reduce Elemental Defense)
Essence of Pomegranate	Midnight Cloud x2 (Dark attack x2, may reduce Speed)
Olive Bloom	Gusting Incense x2 (Wind attack x2, may reduce Evasion)
Curious Bloom	Bizarre Incense (Dark attack x3, nullifies enemy buffs)

Material A: Purifying Seed [Great recovery, single ally]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Curative Balm+ (Recover 3,000 HP, cure Poison)
Sleepweed	Rousing Balm+ (Recover 3,000 HP, cure Sleep)
Addlewort	Lucid Balm (Recover 3,000 HP, cure Confusion)
Essence of Grape	Healing Balm+ (Recover 9,999 HP)
Essence of Plum	Inspiring Balm+ (Recover 200 SP)
Essence of Pomegranate	Boosting Balm+ (Recover 4 BP)
Olive Bloom	Vivifying Balm+ (Revive with 9,999 HP)
Curious Bloom	Curious Balm+ (Recover 3,000 HP, avoid one physical attack)

Material A: Injurious Dust [Elemental attack, all enemies]	
MATERIAL B	TRIGGERED ABILITY
Noxroot	Fiery Plume (Fire attack, may inflict Poison)
Sleepweed	Chilling Plume (Ice attack, may inflict Sleep)
Addlewort	Glimmering Plume (Light attack, may inflict Confusion)
Essence of Grape	Blustery Plume (Wind attack, may reduce Physical Defense)
Essence of Plum	Tingling Plume (Lightning attack, may reduce Elemental Defense)
Essence of Pomegranate	Shadow Plume (Dark attack, may reduce Speed)
Olive Bloom	Blustery Incense (Wind attack, may reduce Evasion)
Curious Bloom	Curious Incense (Ice attack, delays enemy next turn)

\*1: Prevents Poison, Sleep, Confusion, Blindness, Silence, Terror, or Unconsciousness for one turn.

\*2: Automatically recovers 10% of max HP every turn for three turns.



# JOB DATA

There is a total of twelve jobs in *Octopath Traveler*. Check the traits of each job to assemble the perfect party for your needs.

## Brushing up on Job Traits

There are twelve types of jobs, each of which alters stats, equippable weapons and available skills when equipped. Each character has their Base Job and a Secondary Job, allowing one to wield the traits of both jobs simultaneously.

Each character starts with their Base Job and cannot change it. A character can equip any Secondary Job that doesn't match their Base Job. Secondary Jobs aren't available from the start, however, requiring you to obtain them from

shrines scattered across the land. Refer to the Job Data section from page 118 onward for job traits and where to find them.

### ◆ JOB TYPES AND TRAITS

- ◆ Each job allows you to equip certain weapons and learn certain Skills.
- ◆ Each character has a set Base Job and a swappable Secondary Job.
- ◆ Visiting shrines increases available Secondary Jobs to equip.
- ◆ The Base Job and Secondary Job versions of a job have the same abilities.
- ◆ Multiple characters cannot equip the same Secondary Job.

### ◆ JOB TYPES

TYPE	WEAPON(S)	BASE JOB CHARACTER
Warrior (P. 118)	Sword, Spear	Olberic
Dancer (P. 119)	Dagger	Primrose
Apothecary (P. 120)	Axe	Alfyn
Thief (P. 121)	Sword, Dagger	Therion
Hunter (P. 122)	Axe, Bow	H'aanit
Cleric (P. 123)	Staff	Ophilia
Scholar (P. 124)	Staff	Cyrus


TYPE	WEAPON(S)	BASE JOB CHARACTER
Merchant (P. 125)	Spear, Bow	Tressa
Runelord (P. 126)	Sword, Axe	—
Starseer (P. 127)	Spear, Dagger	—
Sorcerer (P. 128)	Bow, Staff	—
Warmaster (P. 129)	Sword, Spear, Dagger, Axe, Bow, Staff	—

## Skills and Support Skills

Each job has eight skills and four support skills to unlock.

Skills can be used as commands in battle or from the menu, letting you attack foes, heal allies, and more. Support skills are passive buffs that activate when equipped, offering benefits that activate under specific conditions.

### ◆ EXAMPLE SKILLS AND SUPPORT SKILLS (HUNTER SECONDARY JOB ON OLBERIC)

 Olberic Base Job: Warrior Secondary Job: Hunter	Skills Available		Support Skill Examples
	Base Job Ability (Warrior)	+ Battle Job Ability (Hunter)	
	Gains access to both Base Job and Secondary Job skills. Hunter's stat adjustments applied.		Summon Strength (Warrior skill) Surpassing Power (Warrior skill) Eagle Eye (Hunter skill) Patience (Hunter skill)
			Up to four support skills can be equipped, and can be swapped in or out once unlocked, regardless of the Secondary Job equipped.

## How to Learn Skills

Each job starts with two skills unlocked, and subsequent skills are unlocked using Job Points (JP) earned after battles, and can be learned in any order you choose. The table to the right shows the JP needed to learn each of a job's skills.

The final skill available to a job is known as a Divine Skill, and has a special condition to unlock: These powerful abilities require that you learn all of a job's other skills first before you can learn it. Furthermore, learning a job's fourth

through seventh skills unlocks support skills in order.

Unlike the other Secondary Jobs, the Runelord, Starseer, Sorcerer, and Warmaster jobs require 2,000 JP to unlock their third to seventh skills.

### ◆ JP CONSUMED PER JOB SKILL LEARNED

NO.	JP USED *1	UNLOCKS
3rd	30	—
4th	100	Support Skill #1
5th	500	Support Skill #2
6th	1,000	Support Skill #3
7th	3,000	Support Skill #4 + Divine Skill available to learn
8th	5,000	—

\*1: Runelord, Starseer, Warmaster, and Sorcerer jobs consume 2,000 JP for the third to seventh skill.



## Job Data Layout

**WARRIOR**

**WEAPONS**

**STAT ADJUSTMENTS**

**BASIC ABILITIES** The Party's Protector

**RECOMMENDED SECONDARY JOB CHARACTER** H'aanit

**SKILLS** A Variety of Self-Support Skills

**NOTEWORTHY SKILL** Icicle

**A CHARACTER JOB APPEARANCES**

Regular appearance of its Base Job character, and in-battle appearances of those using it as a Secondary Job.

**B BASIC INFORMATION**

The job's name and icon.

**C EQUIPPABLE WEAPONS**

Weapons made available by equipping the job.

**D BASE JOB**

Character using the job as their Base Job.

**E HOW TO OBTAIN**

How to obtain the job as a Secondary Job.

**F STAT ADJUSTMENTS**

Stat adjustments when equipping this as a Secondary Job. Applying adjustment rates (%) to current stats lets you calculate a character's updated stats after equipping the job. HP: Max HP. SP: Max SP. PA: Physical Attack. EA: Elemental Attack. PD: Physical Defense. ED: Elemental Defense. AC: Accuracy. SP: Speed. CR: Critical. EV: Evasion.

**G BASIC ABILITIES**

Explanation of the job's abilities. This section introduces the job's traits, as well as the character recommended to equip it as a Secondary Job. The "Support Skills Examples" section selects those from that character's Base Job and Secondary Job. The job in brackets (e.g. "[Warrior]") shows which job lets you learn that support skill.

**H SKILLS**

Skills and support skills available to learn from the job. Refer to the Section Meanings table for details.

**I NOTEWORTHY SKILL**

Introduces a skill among that job's learnable skills with a distinctive ability or effect.

**SECTION MEANINGS****WARRIOR SKILLS (BLUE = AVAILABLE FROM START)**

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Level Slash	Sword	D	9	All Foes	Sword attack.
Abide	—	—	4	Self	Raise Physical Attack for three turns.

**WARRIOR SUPPORT SKILLS**

UNLOCK	SKILL NAME	EFFECT
4	Cover	Take damage for allies under 30% HP

- a SKILL NAME**..... Skill or support skill name.
- b ATTACK TYPE**..... The skill's attack type. Affects its ability to strike an enemy weakness.
- c POWER**..... The power of an attack-type skill. In descending order of strength: S>A>B>C>D>E. For multi-hit skills, this is the power of each hit.
- d SP USED**..... SP consumed when using a skill.
- e TARGET**..... The target of the skill's effect(s).
- f EFFECT**..... The skill's effect. [Divine Skill] indicates the final power skill unlocked for this job. Furthermore, **SS** is displayed next to skills that can gain a target-all effect with the Dancer "Sealticge's Seduction" skill, and **AE** is displayed next to skills that can be focused on a single target with the Scholar's "Alephan's Enlightenment" skill.
- g UNLOCK**..... The amount of skills one must learn to unlock the support skill.





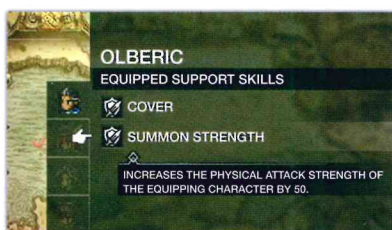
# WARRIOR

WEAPON(S)		Sword, Spear	BASE JOB		Olberic		HOW TO GET		Examine the altar in the Shrine of the Thunderblade, Highlands region.	
STAT ADJUSTMENTS (%)										
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV	
118	100	105	100	105	100	100	100	100	100	

## BASIC ABILITIES

## The Party's Protector

This job greatly increases maximum HP, draws enemy attacks, and offers skills to shoulder the burdens of others, allowing one to become the shield of the party. Warrior also has several methods to raise Physical Attack power, promising a part in offense as well as defense. Its single target, group target, and multi-hit attack skills allow one to act in any situation.



▲ Learning your fifth skill as soon as you can to unlock and equip the support skill "Summon Strength" (Physical Attack +50).



▲ Use Abide and Boost to increase the power of Cross Strike to its limit.

## WARRIOR TRAITS

- ◆ Extremely high max HP stat adjustment.
- ◆ Use skills to raise your Physical Attack and Physical Defense.
- ◆ Learn attack skills that target single foes, all foes and random foes.

## RECOMMENDED SECONDARY JOB CHARACTER



H'aanit

### Recommendation Points

Take advantage of H'aanit's existing Physical Attack strength while covering for her lack of Physical Defense. She gains access to four different weapons, making it easier to strike at weak points.

### Support Skill Examples

Summon Strength [Warrior]  
Surpassing Power [Warrior]  
Eagle Eye [Hunter]  
Patience [Hunter]

## SKILLS

## A Variety of Self-Support Skills

For skills, first learn the Warrior's signature Incite, then Stout Wall to increase Physical Defense. Also, the support skill "Surpassing Power" increases maximum damage output to 99,999 HP, so making good use of Abide and Break lets you deal massive damage in a single blow.



▲ Thousand Spears is recommended against several foes with polearm weaknesses, or a single foe with many Shield Points.

## WARRIOR SKILLS (BLUE = AVAILABLE FROM START)

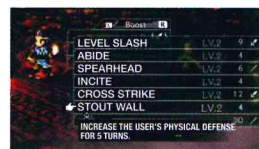
SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Level Slash	Sword	D	9	All Foes	Sword attack.
Abide	—	—	4	Self	Raise Physical Attack for three turns.
Spearhead	Spear	C	6	One Foe	<b>SS</b> Spear attack, then move earlier next turn.
Incite	—	—	4	Self	More likely to be targeted by foes for three turns.
Cross Strike	Sword	A	12	One Foe	<b>SS</b> Sword attack.
Stout Wall	—	—	4	Self	Raise Physical Defense for three turns.
Thousand Spears	Spear	E	20	All Foes	<b>SS</b> 5–10 spear attacks on random targets.
Brand's Thunder	Sword	S	30	One Foe	[Divine Skill] Tremendously powerful sword attack.

## WARRIOR SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Cover	Take damage for allies under 30% HP.
5	Summon Strength	Physical Attack +50.
6	Endure	Raises Physical Defense and Elemental Defense when afflicted with status ailments.
7	Surpassing Power	Raises maximum damage dealt to 99,999.

## NOTEWORTHY SKILL Incite

Characters using Incite will definitely be targeted by single-target enemy attacks. Pay attention to their remaining HP to help them weather the incoming damage. Before using Incite, combine Stout Wall and Sheltering Light to reduce the user's incoming damage as much as possible.



◀ When using Incite, use Boost on Stout Wall and extend its effect time.





# DANCER

WEAPON(S)	Dagger	BASE JOB	Primrose	HOW TO GET	Examine the altar in the Shrine of the Lady of Grace, Sunlands region				
STAT ADJUSTMENTS (%)									
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
100	100	100	108	100	100	100	110	100	110

## BASIC ABILITIES

## Specializing in Single-Ally Support

The Dancer job has several skills to buff a single ally. However, the effects only last two turns, so remember to equip the support skill "The Show Goes On" (adding an extra turn to buffs) when you unlock it. This job consumes a lot of SP, but doesn't offer any bonuses to max SP, so unlock and equip "Second Wind" (which auto-regens SP) as soon as you can.



▲ Raise Speed to act early in a turn and buff your party quickly.



▲ Equipping this job to Ophilia lets her support the party with buffs in addition to her healing ability.

## DANCER TRAITS

- ◆ High stat adjustments for Elemental Attack, Speed, and Evasion.
- ◆ Learn several single-target buff skills.
- ◆ Unlock a support skill that recovers SP every turn.

## RECOMMENDED SECONDARY JOB CHARACTER



Therion

### Recommendation Points

Buffs allies and debuffs enemies single-handedly, and apply Sealctige's Seduction to turn single-target skills into multi-target skills.

### Support Skill Examples

- Incidental Attack [Thief]
- Insult to Injury [Thief]
- The Show Goes On [Dancer]
- Second Wind [Dancer]

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## SKILLS

## Boogie to Bolster Your Buddies

Prioritize learning the dances that buff your allies. We recommend Peacock Strut (an Elemental Attack buff) and Mole Dance (a Physical Defense buff). Unlike the other dances, Bewildering Grace triggers random effects to enemy and ally alike. Please check page 177 for details.



▲ When afflicted with a Physical Defense debuff, you can negate the effect with the Physical Defense buff Mole Dance.

## DANCER SKILLS (BLUE = AVAILABLE FROM START)

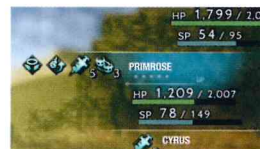
SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Lion Dance	—	—	4	One Ally	<b>SS</b> Raise Physical Attack for two turns.
Moonlight Waltz	Darkness	C	7	One Foe	<b>SS</b> Dark attack.
Peacock Strut	—	—	4	One Ally	<b>SS</b> Raise Elemental Attack for two turns.
Mole Dance	—	—	4	One Ally	<b>SS</b> Raise Physical Defense for two turns.
Night Ode	Darkness	C	10	All Foes	<b>AE</b> Dark attack.
Panther Dance	—	—	4	One Ally	<b>SS</b> Raise Speed for two turns.
Bewildering Grace	*1	*1	25	*1	Cause a curious effect to occur one time (P. 177).
Sealtcige's Seduction	—	—	30	One Ally	[Divine Skill] Single-target skills become all-target skills for three turns.

## DANCER SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	The Show Goes On	Buffs given last for an additional turn.
5	Eye for an Eye	50% chance of counterattacking when receiving a physical attack.
6	Second Wind	Recover 5% of max SP at the end of each turn.
7	Encore	Once per battle, revive from KO at 25% HP

## NOTEWORTHY SKILL Sealctige's Seduction

While Sealctige's Seduction is in effect, single-target skills will instead affect the whole group of allies or enemies. Powerful single-target attack skills inflict damage on all foes, and buffs affect your entire party, making this a superior skill with broad applications.



◀ Boost and support skills extend effect time, even when a skill gains a multi-target effect.

\*1: Depends on the triggered effects.





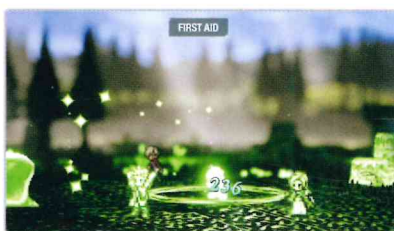
# APOTHECARY

WEAPON(S)	Axe	BASE JOB	Alfyn	HOW TO GET	Examine the altar in the Shrine of the Healer, Riverlands region.				
STAT ADJUSTMENTS (%)									
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
120	100	102	102	102	100	100	100	102	100

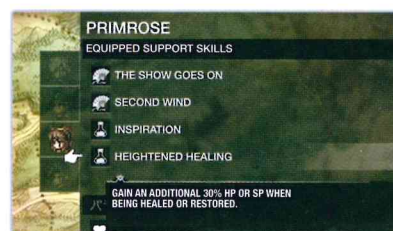
## BASIC ABILITIES

## Supporting the Party on All Fronts

The Apothecary job helps maintain the party with HP recovery and revival skills, and chips away at enemy weaknesses with axe and ice attacks. The job tends to burn through SP, so quickly unlock the "Inspiration" support skill (regaining 1% of attack damage as SP) to keep replenishing your supply.



▲ Use First Aid to recover HP when anyone in your party takes a lot of damage.



▲ The support skill Heightened Healing (which adds 30% to recovered HP or SP) goes well with the many recovery abilities of the Cleric job.

### APOTHECARY TRAITS

- ◆ Highest maximum HP stat adjustment of all the jobs.
- ◆ Learn skills to recover HP, revive, and nullify certain status ailments.

### RECOMMENDED SECONDARY JOB CHARACTER



Primrose

#### Recommendation Points

In addition to Dancer buffs, she can use Rehabilitate in conjunction with the Dancer Divine Skill to use it on the entire party. She also gains access to several support skills that recover SP.

#### Support Skill Examples

- The Show Goes On [Dancer]
- Second Wind [Dancer]
- Inspiration [Apothecary]
- Heightened Healing [Apothecary]

## SKILLS

## The Unrivaled Rehabilitate Skill

Rehabilitate is an essential skill for your party, nullifying status ailments like Poison and Sleep. It also heals any existing status ailments, making it invaluable for boss battles. Give high priority to learning this skill! Vivify (which revives a single ally) can be useful in a pinch, so put that high on the list as well.



▲ Amputation is a powerful attack skill. Using it on a foe in Break state promises massive damage.

### APOTHECARY SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
First Aid	—	—	4	One Ally	SS Recover HP.
Icicle	Ice	B	7	One Foe	SS Ice attack.
Rehabilitate	—	—	10	One Ally	SS Cure status ailments, prevent them for two turns.
Amputation	Axe	A	8	One Foe	SS Axe attack.
Empoison	—	—	6	One Foe	SS Inflict Poison for two turns.
Vivify	—	—	16	One Ally	SS Revive a KO'd ally.
Last Stand	Axe	C	16	All Foes	SS Axe attack (damage inversely proportional to current HP).
Dochter's Charity	—	—	30	One Ally	[Divine Skill] Single-target items become all-target items for three turns.

### APOTHECARY SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Inspiration	Recover 1% SP with a successful attack.
5	Hale and Hearty	Max HP +500.
6	Resist Ailments	Half as likely to get afflicted by status ailments.
7	Heightened Healing	HP and SP recovered by healing effects increase by 30%.

### NOTEWORTHY SKILL Dochter's Charity

Dochter's Charity causes items used by that character to affect all allies or all enemies. When party SP is low, for example, and Inspiring Plum (M) can restore a ton of SP to everyone; alternatively, a Bottle of Poison Dust can inflict Poison on the enemy group.



◀ Even valuable single-target items like Energizing Pomegranate (L) will affect all allies.





# THIEF

WEAPON(S)	Sword, Dagger	BASE JOB	Therion	HOW TO GET	Examine the altar in the Shrine of the Prince of Thieves, Clifflands region.				
STAT ADJUSTMENTS (%)									
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
100	100	102	100	100	100	105	108	105	108

## BASIC ABILITIES

## Swipe Items and Energy Alike

Stealing items from the enemy is one appeal of the Thief job, but you can also learn skills to steal HP or SP as well. Steal SP also attacks the target twice, letting you shave off two Shield Points to any enemy weak to daggers. This job has high stat adjustments for Accuracy and Critical, increasing a character's damage potential.



▲ Remember that some foes—like bosses—can't be stolen from.



▲ Use Share SP for allies running low on SP, and Steal SP when your own SP is low.

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## THIEF TRAITS

- ◆ High Speed and Evasion, superior stat adjustments for Accuracy and Critical.
- ◆ Skills like Shackle Foe and Armor Corrosive can debuff enemies.
- ◆ The job's Steal skill lets you pilfer an item from an enemy.

## RECOMMENDED SECONDARY JOB CHARACTER



Alfyn

### Recommendation Points

Insult to Injury increases the effect time of status ailments inflicted with Concoct, and Heightened Healing increases the recovery effect of Thief skills.

### Support Skill Examples

Inspiration [Apothecary]  
Heightened Healing [Apothecary]  
Incidental Attack [Thief]  
Insult to Injury [Thief]

## SKILLS

## The Shackle-and-Corrode Approach

Physical Attack debuff Shackle Foe and Physical Defense debuff Armor Corrosive are extremely useful when fighting strong enemies like bosses, so be sure to learn them quickly. Learning these two unlocks the Incidental Attack support skill, allowing a chance to inflict damage when using either skill.



▲ Boost HP Thief to increase the damage you inflict in order to bolster the HP recovered.

## THIEF SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Steal	—	—	2	One Foe	<b>SS</b> Steal an item.
Wildfire	Fire	B	7	One Foe	<b>SS</b> Fire attack.
HP Thief	Dagger	C	6	One Foe	<b>SS</b> Deal two dagger attacks, recover half of damage dealt as HP.
Shackle Foe	—	—	4	One Foe	<b>SS</b> Reduce Physical Attack for two turns.
Armor Corrosive	—	—	4	One Foe	<b>SS</b> Reduce Physical Defense for two turns.
Steal SP	Dagger	C	6	One Foe	<b>SS</b> Deal two dagger attacks, recover 5% of damage dealt as SP.
Share SP	—	—	*1	One Ally	Give 50% of current SP to an ally. *1
Aeber's Reckoning	Dagger	S	30	All Foes	[Divine Skill] Dagger attack proportional to Speed.

## THIEF SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Incidental Attack	50% chance of attacking when using a nondamaging skill.
5	Fleetfoot	Speed +50.
6	Snatch	Receive double winnings from a successful Steal or Collect (Merchant skill).
7	Insult to Injury	Debuffs inflicted last an additional turn.

## NOTEWORTHY SKILL Steal

Items acquired through Steal are the same as those dropped by said enemies at the end of battle. Thus by using Steal then defeating the enemy, it's possible to obtain the same item twice. Steal success rates increase with inverse proportion to an enemy's remaining HP, and even more so when the action is Boosted. Incidentally, the success rate of the Merchant's Collect skill functions the same way.

## SUCCESS RATE BOOSTS

BOOST	None	Lv. 2	Lv. 3	Lv. 4
SUCCESS RATE	+5%	+15%	+35%	+95%

\*1: Boost Lv. 2 uses 100% of your SP to restore 100% of your ally's SP; Boost Lv. 3 uses 100% of your SP to restore 150% of ally SP; and Max Lv. uses 100% of your SP to restore 200% of ally SP.





# HUNTER

WEAPON(S)	Axe, Bow		BASE JOB		H'aanit		HOW TO GET		Examine the altar in the Shrine of the Huntress, Woodlands region	
STAT ADJUSTMENTS (%)										
HP	SP	PA	EA	PD	ED	AC	SD	CR	EV	
100	100	108	100	100	100	106	105	106	103	

## BASIC ABILITIES

## Crush Foes with Superior Sharpshooting

The Hunter job excels at physical attacks, and offers a myriad of skills toward that end. Most of the available attack skills are physical bow attacks, so prioritize stronger bow weapons when equipping your Hunter. Furthermore, support skills like Second Serving and Patience are one strength of this job, increasing opportunities to deal damage.



▲ Use Rain of Arrows against foes weak to bows to take a chunk out of their Shield Point count.



▲ When Second Serving triggers, the character will attack again with the same weapon used in the Attack command immediately before.

### HUNTER TRAITS

- ◆ High Physical Attack, Accuracy, and Critical stat adjustments.
- ◆ Learn two multi-hit attack skills
- ◆ Chance to increase attack and action opportunities with support skills

### RECOMMENDED SECONDARY JOB CHARACTER



Tressa

#### Recommendation Points

When you're trying to collect leaves, use Mercy Strike to reduce enemy HP before using Collect. The effect also increases when the support skill Patience activates.

#### Support Skill Examples

- Grows on Trees [Merchant]
- SP Saver [Merchant]
- Second Serving [Hunter]
- Patience [Hunter]

## SKILLS

## Leading the Hunt

The Hunter job starts off with two powerful attack skills, so prioritize learning skills that'll support your allies like Leghold Trap and Take Aim. Leghold Trap sends an enemy to the back of the action order, making it useful for regroup tactics like healing. But remember, the turn order doesn't change for the turn in which the skill is used.



▲ Arrowstorm has low Accuracy in general, so bolster your Accuracy first with Take Aim.

### HUNTER SKILLS (BLUE = AVAILABLE FROM START)

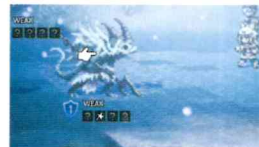
SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Rain of Arrows	Bow	E	8	Random Foes	<b>SS</b> 5-8 bow attacks on random targets.
True Strike	Bow	B	10	One Foe	<b>SS</b> Critical hit bow attack.
Thunderbird	Lightning	B	7	One Foe	<b>SS</b> Lightning attack.
Leghold Trap	—	—	6	One Foe	<b>SS</b> Moves foe action to the end of a turn for two turns.
Mercy Strike	Bow	D	4	One Foe	<b>SS</b> Bow attack (leaves foe at least 1 HP).
Arrowstorm	Bow	E	24	All Foes	5-8 bow attacks on all targets.
Take Aim	—	—	8	All Allies	Increase Critical and Accuracy for two turns.
Draefendi's Rage	Bow	S	30	All Foes	[Divine Skill] Bow attack with heavy damage.

### HUNTER SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Heighten Senses	Increases success rate for fleeing (effect does not stack).
5	Eagle Eye	Critical +50.
6	Second Serving	50% chance of attacking twice with the Attack command.
7	Patience	25% chance of acting again at the end of the turn.

### NOTEWORTHY SKILL Mercy Strike

Mercy Strike truly shines when you want to shave down enemy HP. Skills like Steal (Thief) and Collect (Merchant), along with H'aanit's Capture ability, are more likely to succeed with an enemy is at low HP. Use Mercy Strike to raise their success rates without defeating your foe. And even though it can't defeat a foe, it does more damage than the normal Attack action for relatively low SP cost, so feel free to wield it as a regular attack method.



◀ Enemy names turn red when their HP is low. Use Mercy Strike to whittle it down into that range.





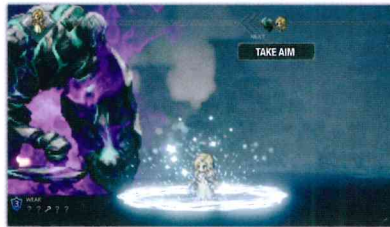
# CLERIC

WEAPON(S)	Staff	BASE JOB			Ophilia	HOW TO GET		Examine the altar in the Shrine of the Flamebearer, Frostlands region.		
STAT ADJUSTMENTS (%)										
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV	
100	118	100	105	100	105	100	100	100	100	

## BASIC ABILITIES

## The Quintessential Party Healer

The Cleric, with its set of party-healing skills and a party revive skill, acts as vital pillar of support for the group. Despite its high maximum SP, the job offers no single-target recovery skills and tends to consume a lot of SP. Keep SP recovery methods like Inspiring Plums on-hand to maintain access to the job's healing abilities.



▲ The Elemental Defense boost of Sheltering Light is effective against foes wielding lots of elemental attacks.



▲ Saving Grace only works when HP is below maximum, allowing targets to heal up to 9,999 HP.

### CLERIC TRAITS

- Extremely high max SP stat adjustment.
- Skills with HP recovery or revival effects only target the entire party.
- Unlockable support skill lets the user heal above maximum HP.

### RECOMMENDED SECONDARY JOB CHARACTER



Cyrus

#### Recommendation Points

The job's high SP stat adjustment can supplement Cyrus's SP, and he can take full advantage of the Elemental Attack stat adjustment.

#### Support Skill Examples

- Elemental Augmentation [Scholar]
- Vim and Vigor [Scholar]
- Persistence [Cleric]
- Inner Strength [Cleric]

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## SKILLS

## Shine Your Light on the Battlefield

The first skills you should learn are Sheltering Light, which raises an ally's Elemental Defense, and the light attack Luminescence. Revive can bring your party back from the brink, but its SP cost makes it difficult to use at low levels. Feel free to learn this skill later rather than sooner.



▲ When the battle threatens to wipe out your party, use Revive to recover and regroup.

### CLERIC SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Heal Wounds	—	—	8	All Allies	Recover HP.
Holy Light	Light	B	6	One Foe	<b>SS</b> Light attack.
Sheltering Light	—	—	6	One Ally	<b>SS</b> Raise Elemental Defense for two turns.
Luminescence	Light	C	9	All Foes	<b>AE</b> Light attack.
Heal More	—	—	25	All Allies	Recover more HP.
Reflective Veil	—	—	22	One Ally	<b>SS</b> Reflect a single elemental attack.
Revive	—	—	50	All Allies	Revive a KO'd ally.
Aelfric's Auspices	—	—	30	One Ally	[Divine Skill] Skills trigger twice for three turns (except for divine skills).

### CLERIC SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Persistence	Bufs received last for an additional turn.
5	Inner Strength	Max SP +50.
6	Evil Ward	Increases success rate for fleeing (effect does not stack).
7	Saving Grace	Can be healed above maximum HP.

### NOTEWORTHY SKILL Reflective Veil

Reflective Veil cast an effect on the target that reflects elemental attacks. When said target receives an elemental attack, the damage will be sent back onto the attacker. Only the target will reflect damage if the whole party is attacked, so beware of the fact that other party members will still take damage. Also, casting this multiple times can increase the number of reflect effects up to nine times.



◀ If you use Boost to cast Reflective Veil, you can confer up to four reflect effects on the target.





# SCHOLAR

WEAPON(S)	Staff	BASE JOB	Cyrus	HOW TO GET	Examine the altar in the Shrine of the Sage, Flatlands region.				
STAT ADJUSTMENTS (%)									
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV
100	113	100	110	100	105	100	100	100	100

## BASIC ABILITIES

## Intense Elemental Attacks

The Scholar boasts high Elemental Attack, and attacks with two levels of spells. Most of the job's skills target entire groups, making it a powerful tool against multiple enemies; conversely, this attribute may feel underwhelming in battles against single foes such as bosses. Because the job makes liberal use of skills, you should keep an eye on SP as you battle.



▲ HP shown with Analyze is only displayed for momentarily after executing the skill.



▲ Assigning this job to Primrose gives her access to strong Elemental Attack and increases her methods of offense.

### SCHOLAR TRAITS

- ◆ High adjustment rates for max SP and Elemental Attack.
- ◆ Learn several Elemental Attack skills that target the enemy group.
- ◆ One learnable skill lets you reveal enemy weaknesses.

### RECOMMENDED SECONDARY JOB CHARACTER



Ophilia

#### Recommendation Points

Ophilia excels at healing, but lacks offensive skills. Assigning her the Scholar job gives her access to attack and recovery methods.

#### Support Skill Examples

Inner Strength [Cleric]  
Saving Grace [Cleric]  
Elemental Augmentation [Scholar]  
Vim and Vigor [Scholar]

## SKILLS

## The Triple Threat of Elemental Attacks

When you've saved up enough Job Points, learn Lightning Bolt to increase the number of weaknesses the job can exploit. Following that, we recommend learning the Analyze skill to reveal enemy weaknesses. Because the Scholar job mainly deals damage with elemental attack skills, be sure to equip support skill "Elemental Augmentation" (SP +50) as soon as you unlock it.



▲ Second-level elemental attack skills hit twice, making them useful for reducing Shield Points quickly when you aim for a Break.

### SCHOLAR SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Fireball	Fire	C	8	All Foes	AE Fire attack.
Icwind	Ice	C	8	All Foes	AE Ice attack.
Lightning Bolt	Lightning	C	8	All Foes	AE Lightning attack.
Analyze	—	—	1	One Foe	SS Reveal HP and a single weakness (one extra weakness per Boost point, all weaknesses at max Boost).
Fire Storm	Fire	C	22	All Foes	AE Two fire attacks.
Blizzard	Ice	C	22	All Foes	AE Two ice attacks.
Lightning Blast	Lightning	C	22	All Foes	AE Two lightning attacks.
Alephan's Enlightenment	—	—	30	One Ally	[Divine Skill] Elemental attacks become powerful single target attacks for three turns.

### SCHOLAR SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Evasive Maneuvers	Reduces encounter rates (effect does not stack).
5	Elemental Augmentation	Elemental Attack +50.
6	Percipience	Prevents the party from being surprised (effect does not stack).
7	Vim and Vigor	Recover 10% of max HP at the end of each turn.

### NOTEWORTHY SKILL Alephan's Enlightenment

Some elemental attack skills that target the enemy group will instead target a single foe for double damage. This only affects elemental attacks, however, and doesn't work on party recovery skills or monster attacks unleashed with Summon Beast. Thus, this skill is most effective when used on characters equipped with Scholar or Sorcerer jobs, both of which specialize in group elemental attacks.



◀ Use this proactively when you want to focus damage on a single enemy, such as when one is in Break state.





# MERCHANT

WEAPON(S)		Spear, Bow	BASE JOB		Tressa	HOW TO GET		Examine the altar in the Shrine of the Trader, Coastlands region.		
STAT ADJUSTMENTS (%)										
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV	
108	108	103	103	103	103	100	100	100	100	

## BASIC ABILITIES

## The Party's Unsung Hero

Besides max HP and max SP, the Merchant's stat adjustments are nothing worthy of mention. Still, this job offers useful battle skills like Donate BP and Tradewinds, but its skills and support skills related to leaves—such as Collect and Grows on Trees (granting extra leaves after battle)—make it particularly useful outside of combat.



▲ Like the Thief job's Steal skill, the success rate of Collect increases as you damage an enemy (P. 121).



▲ When the support skill Endless Items is equipped, its effect activates when an item is used.

## MERCHANT TRAITS

- ◆ Possesses average parameters.
- ◆ Learn skills activated with leaves instead of SP.
- ◆ Skill and Support Skill effects make it easier to obtain leaves.

## RECOMMENDED SECONDARY JOB CHARACTER



Cyrus

### Recommendation Points

Learning Trade Tempest gives him access to four different elemental attacks targeting all enemies, and SP Saver limits SP consumption.

### Support Skill Examples

Elemental Augmentation [Scholar]  
Vim and Vigor [Scholar]  
Hang Tough [Merchant]  
SP Saver [Merchant]

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Cleric  
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Merchant  
Runelord  
Starseer  
Sorcerer  
Warmaster

## SKILLS

## The Boon of Bestowing BP

The first skill one should learn as a Merchant is Donate BP, which increases the target's current BP. BP is an essential element of attack and recovery, so one could consider this skill indispensable for battles. Besides this, the support skill "Grows on Trees" (which increases leaves received after battle) is worth unlocking quickly, as it is an effective way to counter the drain item and equipment purchases put on resources.



▲ Sidestep's effect doesn't expire after a certain amount of turns, remaining active until the end of battle when triggered.

## MERCHANT SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Collect	—	—	2	One Foe	<b>SS</b> Collect leaves.
Tradewinds	Wind	B	7	One Foe	<b>SS</b> Wind attack.
Rest	—	—	—	Self	Recover HP & SP; heal status ailments.
Trade Tempest	Wind	C	10	All Foes	<b>AE</b> Wind attack.
Donate BP	—	—	3	One Ally	Give 1 BP.
Sidestep	—	—	10	Self	Dodge a single physical attack with 100% success.
Hired Help	—	—	—	All Foes	Pay leaves to attack with hired help.
Bifelgan's Bounty	—	S	30	One Foe	[Divine Skill] Unleash a nonelemental attack, obtain leaves equivalent to damage dealt.

## MERCHANT SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Endless Items	When using an item, 25% chance of it not being consumed.
5	Grows on Trees	Increases leaves gained in battle by 10% (effect does not stack).
6	Hang Tough	When HP is above 30%, damage that would reduce HP to zero leaves them with 1 HP.
7	SP Saver	Halves SP use in battle.

## NOTEWORTHY SKILL Hired Help

Use leaves instead of SP to summon mercenaries. Five different types of mercenaries are available for hire, with the strongest warriors costing the most leaves. What's more, each can gain further attacks through Boost.

## EFFECT LIST (ATTACK TYPE SHOWN IN BRACKETS)

NAME	COST	TARGET	OTHER EFFECTS	NAME	COST	TARGET	OTHER EFFECTS
Mercenary [sword]	150	All Foes	Increase party's Physical Defense.	Cleric [light]	10,000	All Foes	—
Bandit [axe]	800	All Foes	—	Veteran Soldier [sword]	30,000	All Foes	—
Dancer [dagger]	2,500	All Foes	*1				

\*1: Chance of inflicting Poison, Confusion, Sleep, or Darkness.





# RUNELORD

WEAPON(S)	Sword, Axe	HOW TO GET	Pass Balogar's trial at the Shrine of the Runeblade, Highlands region.							
STAT ADJUSTMENTS (%)										
HP	SP	PA	EA	PD	ED	AC	SD	CT	EV	
100	100	107	107	106	106	106	100	108	100	

## BASIC ABILITIES

## Rune Reinforcement on Weaponry

The Runelord job applies runes to the user's weapon, supplementing physical attacks with a subsequent elemental attack. These Pursuit attacks only trigger when a rune is activated; for attack skills like Thousand Spears that target random enemies, for example, each foe damaged by a hit will only receive one additional Pursuit attack.



▲ Elemental Pursuit attacks will trigger for skills on the in-battle skill list with a weapon icon next to it.



▲ These Pursuit attacks are affected by the Warrior support skill "Surpassing Power" (which increases maximum damage to 99,999 HP).

## RUNELORD TRAITS

- ◆ High stat adjustments on average.
- ◆ Attaching runes to yourself adds elemental attack damage after a weapon attack.
- ◆ Learn a skill that turns other self-affecting skills into party-target skills.

## RECOMMENDED SECONDARY JOB CHARACTER



Olberic

### Recommendation Points

Transfer Rune lets him use Abide and Stout Wall on the whole party, and rune-based Pursuit attacks increase his impressive attack power to even greater heights.

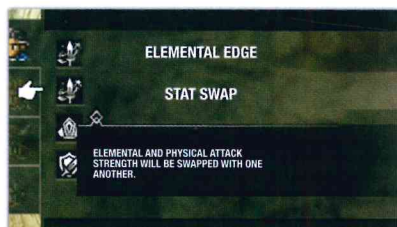
### Support Skill Examples

- Summon Strength +50 [Warrior]
- Surpassing Power [Warrior]
- SP Recovery [Runelord]
- Elemental Edge [Runelord]

## SKILLS

## Expanding Attack Potential with Pursuit Effects

First, you should prioritize the learning of elemental runes not initially unlocked to increase access to enemy weak points. Learning Transfer Rune is extremely beneficial, letting you confer skills like Fire Rune to the entire party when the effective is active. Damage from Pursuit can also be bolstered with Elemental Attack buffs.



▲ Stat Swap only affects character's stats, not their equipment.

## RUNELORD SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Fire Rune	—	—	15	Self	Weapon attacked with deals added fire damage for three turns.
Ice Rune	—	—	15	Self	Weapon attacked with deals added ice damage for three turns.
Thunder Rune	—	—	15	Self	Weapon attacked with deals added lightning damage for three turns.
Wind Rune	—	—	15	Self	Weapon attacked with deals added wind damage for three turns.
Dark Rune	—	—	15	Self	Weapon attacked with deals added dark damage for three turns.
Light Rune	—	—	15	Self	Weapon attacked with deals added light damage for three turns.
Transfer Rune	—	—	25	Self	Some self-targeting skills target the whole party for three turns.
Balogar's Blade	Fire, Ice, Lightning, Wind, Light, Dark	S	50	One Foe	[Divine Skill] Six attacks with fire, ice, lightning, wind, light, and dark elements.

## RUNELORD SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Stat Swap	Physical Attack and Elemental Attack stats swapped.
5	SP Recovery	Recover SP equivalent to 1% of damage received.
6	Dauntless	Raises Physical Attack and Elemental Attack when afflicted with status ailments.
7	Elemental Edge	Raises Elemental Attack and Elemental Defense in battle.

## NOTEWORTHY SKILL Transfer Rune

The skills affected by Transfer Rune are the elemental Pursuit attacks like Fire Rune the Runelord job can do, and the four additional skills in the table to the right.

## OTHER JOB SKILLS AFFECTED BY TRANSFER RUNE

SKILL NAME	JOB ACQUIRED	EFFECT	SKILL NAME	JOB ACQUIRED	EFFECT
Rest	Merchant	Recover HP & SP, heal status ailments.	Abide	Warrior	Increases Physical Attack.
Sidestep	Merchant	Dodge a single physical attack.	Stout Wall	Warrior	Increases Physical Defense.





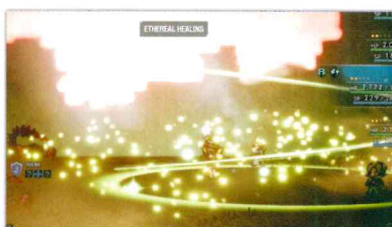
# STARSEER

WEAPON(S)		Spear, Dagger		HOW TO GET		Pass Steorra's trial at the Shrine of the Starseer, Flatlands region.			
STAT ADJUSTMENTS (%)									
HP	SP	PA	EA	PD	ED	AC	SD	CR	EV
115	115	102	102	102	102	100	100	100	102

## BASIC ABILITIES

## The Ultimate Support Job

Most of the actions available to the Starseer job serve to support the party. This includes powerful skills like BP Boost, which supercharges BP accumulation, and Starsong, which augments various ally stats. These end up consuming a ton of SP, so keep items or support skills on-hand that can help replenish your supply.



▲ Ethereal Healing recovers 10% of a character's max HP at the end of their turn.



▲ Use Starsong on characters using Incite to bolster them on the defense front.

### ◆ STARSEER TRAITS

- ◆ High max HP and max SP adjustments.
- ◆ Learnable skills provide extraordinary support to allies.
- ◆ Many skills and support skills that affect BP.

### ◆ RECOMMENDED SECONDARY JOB CHARACTER



Primrose

#### Recommendation Points

Compensate for low HP and SP with high stat adjustments, and the existing skills of the Dancer Base Job allow her to contribute even more to the party.

#### Support Skill Examples

The Show Goes On [Dancer]  
Second Wind [Dancer]  
Boost-Start [Starseer]  
Divine Aura [Starseer]

### INDEX

- Warrior
- Dancer
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- Thief
- Hunter
- Cleric
- Scholar
- Merchant
- Runelord
- Starseer
- Sorcerer
- Warmaster

## SKILLS

## Plenty of Ways to Aide

Unlike status ailments like Poison, debuffs like Physical Defense reduction can't be cured with items. Celestial Intervention can prevent such debuffs, making it a vital skill. Learn Ethereal Healing quickly, as its turns of party HP regeneration are useful method for keeping the party afloat.



▲ Use Sealtice's Seduction before casting Celestial Intervention to spread its effect to your entire party or the whole of the enemy group.

### ◆ STARSEER SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Shooting Stars	Wind, Light, Dark	D	35	All Foes	<b>AE</b> Wind, light, and dark attack.
BP Boost	—	—	25	One Ally	<b>SS</b> Gain two BP per turn for two turns.
Divination	—	—	25	One Ally	<b>SS</b> Increase Critical for two turns.
Starsong	—	—	25	One Ally	<b>SS</b> Increases Physical Defense, Elemental Defense, Speed, and Evasion for two turns.
Celestial Intervention	—	—	25	Ally or Foe	<b>SS</b> Prevent enemy buffs or ally debuffs for two turns.
Ethereal Healing	—	—	30	All Allies	HP regeneration for two turns.
Moon's Reflection	—	—	30	One Ally	<b>SS</b> Counter one physical attack.
Steorra's Prophecy	—	B-S	50	All Foes	[Divine Skill] Nonelemental attack (damage proportional to party's current BP).

### ◆ STARSEER SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Hard Worker	Gain 150% JP from battles (effect does not stack).
5	Boost-Start	Gain an additional 1 BP at the start of battle.
6	BP Eater	150% damage to a Boosted attack.
7	Divine Aura	25% chance of taking zero damage when attacked.

### NOTEWORTHY SKILL Moon's Reflection

While Cleric skill Reflective Veil counters elemental attacks, Moon's Reflection does the same for physical attacks. Both skills can stack up to nine uses, but be warned: while Reflective Veil nullifies damage and sends an enemy's elemental attack right back at them, Moon's Reflection counters with the character's assigned weapon, and only activates after receiving physical attack damage.



◀ Counters from Moon's Reflection strike with the weapon used with the most recent Attack command.





# SORCERER

WEAPON(S) Bow, Staff

HOW TO GET

Pass Dreisang's trial at the Shrine of the Archmagus, Woodlands region.

STAT ADJUSTMENTS (%)

HP	SP	PA	EA	PD	ED	AC	SD	CR	EV
100	120	100	109	100	109	100	100	102	100

## BASIC ABILITIES

## Elemental Attack Expert

Sorcerer is a sort of upgrade to the Scholar job, with high, well-balanced stat adjustments to max SP, Elemental Attack and Elemental Defense. It also grants access to skills of all elemental attack types—fire, ice, lightning, wind, light, and dark. Furthermore, unlocking and equipping its support skills boosts attack power even further.



▲ Elemental Break reduces an enemy's Elemental Defense, so cast it before any elemental attack skills.



▲ Equipping the Sorcerer job to Ophilia raises her Elemental Defense, and increases the effect of her healing skills.

### SORCERER TRAITS

- ◆ High stat adjustments for max SP, Elemental Attack, and Elemental Defense.
- ◆ Learn attack skills for all elements.
- ◆ Unlock support skills that increase damage dealt to enemies.

### RECOMMENDED SECONDARY JOB CHARACTER



Cyrus

#### Recommendation Points

Make the best possible use of Cyrus's high Elemental Attack, and use the Scholar job's Divine Skill to cover for the Sorcerer's weak point—a lack of single-target skills.

#### Support Skill Examples

- Elemental Augmentation [Scholar]
- Vim and Vigor [Scholar]
- Augmented Elements [Sorcerer]
- Elemental Aid [Sorcerer]

## SKILLS

## Exploiting the Elements

Learning any of this job's many elemental attack skills like Tonitrus Canere makes it easier to strike enemy weak points, so do so as quickly as you can. Considering how much this job is used to strike enemy weaknesses, be sure to equip the "Stronger Strikes" support skill (which increases damage done on such occasions) as soon as it unlocks. This will allow you to deal even more damage to your foes.



▲ Spells like Ignis Ardere hit multiple times, making it easy to Break foes with elemental weaknesses.

### SORCERER SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Ignis Ardere	Fire	D	36	All Foes	<b>AE</b> Three fire attacks.
Glacies Claudere	Ice	D	36	All Foes	<b>AE</b> Three ice attacks.
Tonitrus Canere	Lightning	D	36	All Foes	<b>AE</b> Three lightning attacks.
Ventus Saltare	Wind	D	36	All Foes	<b>AE</b> Three wind attacks.
Lux Congerere	Light	D	36	All Foes	<b>AE</b> Three light attacks.
Tenebrae Operiere	Darkness	D	36	All Foes	<b>AE</b> Three dark attacks.
Elemental Break	Staff	A	20	One Foe	<b>SS</b> Staff attack that reduces Physical Defense for two turns.
Dreisang's Spell	—	—	50	One Ally	[Divine Skill] Elemental attacks do critical damage for three turns.

### SORCERER SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Intimidation	25% chance of reducing enemy Physical Attack and Elemental Attack for two turns at the start of battle (effect does not stack).
5	Stronger Strikes	150% damage when striking an enemy weak point.
6	Elemental Aid	Elemental attacks consume twice the SP and do 150% damage.
7	Augmented Elements	Elemental attacks do 120% damage.

### NOTEWORTHY SKILL Dreisang's Spell

Dreisang's Spell is a skill that increases the damage of elemental attacks. Using something like Elemental Break beforehand to reduce enemy Elemental Defense and lay on even more pain. When you use Elemental Break, Boost the effect up to four turns and allow both abilities to overlap for this period.



◀ Feel free to replenish BP with items like Energizing Pomegranate (L) when you want to Boost in a hurry.





# WARMASTER

WEAPON(S) Sword, Spear, Dagger, Axe, Bow, Staff

HOW TO GET

Pass Winnehill's trial at the Shrine of the Warbringer, Riverlands region.

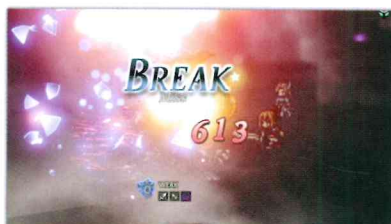
STAT ADJUSTMENTS (%)

HP	SP	PA	EA	PD	ED	AC	SD	CR	EV
100	100	112	100	112	100	106	106	100	104

## BASIC ABILITIES

## Master of Martial Arts

The Warmaster job's most notable feature is its access to all weapon types. You can also learn skills for each weapon type—including single-target attacks, group attacks, and multi-hit attacks—allowing for effective physical attacks across a wide variety of circumstances. Stats related to physical attacks also increase significantly, making this class a true master of physical offense.



▲ Each strike of Guardian Liondog is low in power, but the sheer number of possible strikes speaks to its utility in putting foes with sword weaknesses in Break state.



▲ Equip the "Extra Experience" support skill when you want to level up quickly, earning 150% EXP after each battle.

### WARMMASTER TRAITS

- ◆ High stat adjustments for Physical Attack and Physical Defense.
- ◆ Learn attack skills for all six weapon types.
- ◆ Unlock a support skill that increases Physical Attack and Physical Defense during battle.

### RECOMMENDED SECONDARY JOB CHARACTER



Therion

#### Recommendation Points

Equipping Warmaster lets Therion support the party on the attack front as well. You can also make up for his low Physical Defense.

#### Support Skill Examples

Incidental Attack [Thief]  
Insult to Injury [Thief]  
Stalwart Defense [Warmaster]  
Physical Prowess [Warmaster]

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## SKILLS

## An Attack for Any Occasion

Warmaster starts with a multi-hit and group-target attack skills. Choosing a single-target attack like Qilin's Horn or Phoenix Storm will round out your skill list early to face all number of foes. Given the lack of physical staff attack skills in the game, it's also worth learning Fox Sprint sooner rather than later.



▲ Fortitude (which lets you deal more damage at lower HP) activates when HP is below 30%, increasing in effect as your health dips even further.

### WARMMASTER SKILLS (BLUE = AVAILABLE FROM START)

SKILL NAME	ATTACK TYPE	POWER	SP USED	TARGET	EFFECT
Guardian Liondog	Sword	E	35	All Foes	<b>SS</b> 5–10 sword attacks on random targets.
Tiger Rage	Axe	B	35	All Foes	Axe attack.
Qilin's Horn	Spear	A	35	One Foe	<b>SS</b> Spear attack.
Yatagarasu	Dagger	B	35	All Foes	Dagger attack.
Fox Spirit	Staff	B	35	All Foes	Staff attack.
Phoenix Storm	Bow	A	35	One Foe	<b>SS</b> Bow attack.
Nightmare Chimera	*1	*1	35	One Foe	<b>SS</b> Damage with a weapon (chosen weapon is destroyed).
Winnehill's Battle Cry	Sword, Spear, Dagger, Axe, Bow, Staff	S	50	All Foes	[Divine Skill] Six attacks with a sword, spear, dagger, axe, bow, and staff.

### WARMMASTER SUPPORT SKILLS

UNLOCK	SKILL NAME	EFFECT
4	Extra Experience	Gain 150% EXP from battles (effect does not stack).
5	Stalwart Defense	Physical Defense +50.
6	Fortitude	The lower current HP, the more damage inflicted by physical attacks.
7	Physical Prowess	Raises Physical Attack and Physical Defense in battle.

### NOTEWORTHY SKILL Nightmare Chimera

Nightmare Chimera demonstrates more power the higher the Physical Attack of its user and the user's weapon. But be warned, weapons used for this skill will be destroyed, so be doubly sure not to sacrifice valuable ones like exclusive boss drops. Using weapons obtainable in simple shops is highly recommended.



▲ The Merchant support skill "Endless Items" affects this skill, offering a 25% chance of the weapon not being destroyed.

\*1: Attack Type and Power change depending on the type and Physical Attack power of the weapon used.



# TOWNSPEOPLE DATA

Many people can be found throughout cities and the underworld.

This section shows the usable Path Actions, obtainable items, and more for each person.

## Townspeople Data Layout

A	B	C	D	E	F	G	H	A
Icon	Icon	Icon	Icon	Icon	Icon	Icon	Icon	Icon
Icon	Icon	Icon	Icon	Icon	Icon	Icon	Icon	Icon

NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE			
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.
TOWNSPEOPLE AROUND COBBLESTON (P. 50-51)											
A-01	Watchman *1	After starting Olberic's Chapter 1.	1	200	Sword, Spear, Dagger, Fire	Wind Soulstone [30%]	1	Sweeping Slash [sword]	9	100%	1
A-02	Villager	From the beginning.	4	2,816	Sword, Bow, Lightning	Noxroot [80%]	7	Exploit Weakness [spear]	8	35%	15
A-03	Melancholy Youth	After clearing Olberic's Chapter 1-3 cleared.	2	605	Sword, Axe, Darkness	Healing Grape [40%]	3	Exploit Weakness [spear]	9	80%	5
A-04	Noelle	After clearing Olberic's Chapter 1-4 cleared.	1	280	Spear, Staff, Lightning	Soothing Dust [30%]	1	Improved Offense	9	100%	1
A-05	Courageous Cowherd	After clearing Olberic's Chapter 1.	3	983	Spear, Staff, Light	Injurious Seed [50%]	5	Manure Toss [axe]	8	60%	10
A-06	Captain of the Watch	From the beginning.	4	2,816	Sword, Dagger, Light	Healing Grape (M) [50%]	7	—	—	—	—
A-07	Philip	After clearing Olberic's Chapter 1.	—	—	—	—	—	—	—	—	—
A-08	Villager	From the beginning.	2	605	Spear, Bow, Wind	Noxroot [70%]	3	Steel Defenses	9	80%	5
A-09	Village Elder	From the beginning.	1	280	Sword, Dagger, Fire	Soothing Seed [50%]	1	—	—	—	—
A-10	Philip's Mother *1	From the beginning.	2	605	Sword, Bow, Ice	Noxroot [60%]	3	Slash [dagger]	9	80%	5
A-11	Watchman *1	After starting Olberic's Chapter 1.	1	200	Sword, Spear, Bow, Ice	Soothing Seed [40%]	1	Slice [sword]	9	100%	1
A-12	Villager	From the beginning.	6	14,205	Fire, Ice, Darkness	Shadow Bow [8%]	15	Slumber Arrow [bow]	7	10%	30
A-13	Kindly Farmer	After clearing Olberic's Chapter 1.	3	983	Sword, Dagger, Fire	Bronze Helm [16%]	5	Healing Grape	8	60%	10
A-14	Cheerful Storyteller	After clearing Olberic's Chapter 1.	3	983	Spear, Dagger, Ice	Healing Grape [80%]	5	Pummel [staff]	8	60%	10
A-15	Gaston	After clearing Olberic's Chapter 4.	5	10,820	Spear, Dagger, Staff, Ice, Lightning	Healing Grape (M) [20%]	10	Mighty Blow [sword]	7	30%	20
A-16	Kit	After clearing Olberic's Chapter 1 (as protagonist only-1 cleared.	—	—	—	—	—	—	—	—	—
TOWNSPEOPLE AROUND STONEGARD (P. 53-55)											
B-01	Bookbinder *2	After clearing Protagonist's Chapter 1.	3	983	Spear, Bow, Darkness	Healing Grape (M) [30%]	5	Slash [dagger]	8	60%	10
B-02	Exotic Grandma	5 cleared.	2	605	Sword, Bow, Light	Herb of Light [50%]	3	Healing Grape	9	80%	5
B-03	Nathan *3	After clearing H'aanit's Chapter 2, part 2-3.	3	983	Spear, Bow, Fire	Thunder Soulstone (M) [30%]	5	Sweep [sword]	8	60%	35
B-04	Townsperson	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Dagger, Fire	Wind Soulstone (M) [50%]	10	Sleepweed	7	30%	20
B-05	Nathan's Bodyguard *4	After H'aanit's Chapter 2, part 2.	5	7,823	Spear, Dagger, Fire	Bastard Sword [10%]	10	Sweeping Slash [sword]	7	30%	20
B-06	Townsperson	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Lightning, Darkness	Ancient Robe [8%]	15	—	—	—	—
B-07	Noelle	After clearing 4 - 9 cleared.	1	280	Spear, Staff, Lightning	Soothing Dust [30%]	1	Improved Offense	9	100%	1
B-08	Eren	After clearing Protagonist's Chapter 1.	3	983	Sword, Dagger, Axe	Light Soulstone (L) [30%]	5	Cure Silence	8	60%	10
B-09	Erstwhile Bodyguard	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Fire	Inspiring Plum [80%]	7	—	—	—	—
B-10	Inquiring Youth *5	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger, Wind, Darkness	Inspiring Plum Basket [5%]	5	Blizzard [ice]	8	60%	10
B-11	Straightforward Youth	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
B-12	Hunter	After clearing Protagonist's Chapter 1.	6	14,205	Spear, Axe, Ice	Inspiring Plum (M) [80%]	15	Flurry [bow]	7	25%	30
B-13	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Spear, Dagger, Wind	Healing Grape Bunch [20%]	3	Head Bash [axe]	9	80%	5
B-14	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Dagger, Axe, Fire	Shadow Soulstone (L) [30%]	5	Offense Down	8	60%	10

\*: Some of the people around Cobbleston have zero chance of Scrutinize success when Cyrus is Lv. 1.

\*1: Guide/Allure become available after clearing Olberic's Chapter 1.

\*2: Guide/Allure become available after clearing 5.

\*3: After clearing H'aanit's Chapter 2, Inquire Possibility Lv. becomes level 40, Scrutinize success rate increases to 60%, and Mighty Belt is added to Items Dropped.

\*4: Guide/Allure becomes available after H'aanit's Chapter 2, part 2-3.

\*5: Guide/Allure become available after clearing 7.







NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND STONEGARD, CONT'D (P. 53-55)												
B-15	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Dagger, Bow, Ice	Healing Grape (M) [80%]	7	Fire Storm [fire]	8	35%	15	
B-16	Apothecary *1	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Dagger, Ice	Shadow Soulstone (M) [40%]	7	Panacea	8	35%	15	
B-17	Natalia *2	71 started	3 (2)	983	Sword, Dagger, Staff, Ice, Lightning	Fire Soulstone (M) [40%]	5	Slice [sword]	9	60%	10	
B-18	Arianna	71 cleared.	1	280	Sword, Dagger, Fire	Ice Soulstone (M) [10%]	1	Slash [dagger]	9	100%	1	
B-19	Oren	71 cleared.	3	983	Sword, Dagger, Lightning	Fire Soulstone (M) [30%]	5	Speed Enhancement	8	60%	10	
B-20	Papermaker	After clearing Protagonist's Chapter 1.	3	983	Sword, Bow, Fire	Inspiring Plum [80%]	5	Dagger Storm [dagger]	8	60%	10	
B-21	Townsperson	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Dagger, Fire, Wind	Shadow Soulstone (M) [50%]	10	Critical Eye	7	30%	20	
B-22	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Wind	Inspiring Plum [80%]	3	Pointed Shot [bow]	9	80%	5	
B-23	Tobias	After clearing Protagonist's Chapter 1.	2	605	Spear, Dagger, Axe	Fire Soulstone (L) [5%]	3	—	—	—	—	
B-24	Patrician Youth	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Axe, Staff, Darkness	Sorcerer's Robe [12%]	7	Sculpture Toss [dagger]	8	35%	15	
B-25	Cleric	After clearing Protagonist's Chapter 1.	8	26,116	Sword, Axe, Light	Golden Hairpiece [10%]	25	Focused Spirit	6	15%	45	
B-26	Rumormonger	After clearing Protagonist's Chapter 1.	2	605	Sword, Dagger, Staff, Fire	Healing Grape (M) [20%]	3	Slice [sword]	9	80%	5	
B-27	Archibald the Crusher	After clearing Olberic's Chapter 4.	6	18,441	Dagger, Bow, Ice, Darkness	Olive of Life (M) [30%]	15	Champion's Cleave [axe]	7	25%	30	
B-28	Elderly Shopowner	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—	
B-29	Ruffian *3	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Fire	Fire Soulstone (M) [40%]	7	Brain Bash [axe]	8	35%	15	
B-30	Layla	After clearing 6 Pattern B.	1	280	Sword, Lightning, Darkness	Wind Soulstone [30%]	1	Slash [dagger]	9	100%	1	
B-31	Ruffian Lackey *4	After clearing Protagonist's Chapter 1.	3	983	Spear, Axe, Lightning	Ice Soulstone (M) [30%]	5	Blinding Slash [dagger]	8	60%	10	
B-32	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Spear, Axe, Bow, Fire	Inspiring Plum [80%]	5	Befuddling Balm	8	60%	10	
B-33	Townsperson	After clearing Protagonist's Chapter 1.	8	29,677	Sword, Axe, Bow, Ice	Seraphim Spear [5%]	60	—	—	—	—	
B-34	Wandering Minstrel	After clearing 4 - 9 cleared.	7	22,374	Sword, Dagger, Light	Noxroot [70%]	20	—	—	—	—	
B-35	Bindery Employee	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger, Fire	Fire Soulstone (M) [30%]	5	Slice [sword]	8	60%	10	
B-36	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Lightning	Inspiring Plum [80%]	3	Improved Offense	9	80%	5	
B-37	Neighorly Grandpa *5	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Ice	Inspiring Plum [80%]	3	Inspiring Plum	9	80%	5	
B-38	Veteran Brigand	After clearing 40 Pattern A.	3	983	Sword, Axe, Fire, Wind	Healing Grape [80%]	5	Poison Slash [dagger]	8	60%	10	
B-39	Russell *6	After clearing Cyrus's Chapter 4.	6	13,256	Spear, Staff, Wind	Ice Soulstone (L) [60%]	15	Ignis Ardere [fire]	7	25%	30	
B-40	Dominic	8 cleared.	7	21,401	Sword, Dagger, Wind, Light	Fire Soulstone (L) [70%]	20	Ignis Ardere [fire]	6	20%	40	
B-41	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Bow, Ice	Ice Soulstone (M) [40%]	7	Awaken	8	35%	15	
B-42	Neighorly Grandma *7	After clearing Protagonist's Chapter 1.	1	280	Sword, Axe, Ice	Ice Soulstone (M) [10%]	1	Repeated Strike [spear]	9	100%	1	
B-43	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Sword, Lightning, Darkness	Wind Soulstone (M) [30%]	5	Deep Breath	8	60%	10	
B-44	True Believer	After clearing Protagonist's Chapter 1.	1	280	Spear, Dagger, Fire	Inspiring Plum [80%]	1	Stab [spear]	9	100%	1	
B-45	Ancient One	Only during H'aanit's Chapter 2, part 2-6.	5	5,537	Sword, Dagger, Axe, Fire, Light	Refreshing Jam [100%]	—	—	—	—	—	
B-46	Nameless Gravekeeper	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Fire, Wind	Inspiring Plum [60%]	3	—	—	—	—	
TOWNSPEOPLE AROUND EVERHOLD (P. 57-58)												
C-01	Usher	Primrose's Chapter 4, part 4-1 onward.	6	14,205	Sword, Staff, Ice	Herb of Light [60%]	5	Blinding Slash [dagger]	7	60%	10	
C-02	Usher	Primrose's Chapter 4, part 4-1 onward.	6	15,441	Sword, Staff, Fire	Wind Soulstone (L) [60%]	5	Slow Motion	7	60%	10	
C-03	Theater Manager	24 only.	2	605	Spear, Bow, Darkness	Herb of Healing [20%]	3	Pommel [staff]	9	80%	5	
C-04	Usher	After clearing Protagonist's Chapter 1.	6	14,205	Sword, Axe, Ice	Fire Soulstone (L) [60%]	5	Thrash [spear]	7	60%	10	
C-05	Noelle	9 cleared.	1	280	Spear, Staff, Lightning	Soothing Dust [30%]	1	Improved Offense	9	100%	1	
C-06	Impresario	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Axe, Light	Inspiring Plum (M) [80%]	20	Peerless Strike [spear]	6	35%	55	
C-07	Townsperson	After clearing Protagonist's Chapter 1.	8	29,677	Spear, Axe, Darkness	Light Soulstone (L) [80%]	25	Improved Offense	6	15%	45	
C-08	Old Man	After clearing Protagonist's Chapter 1.	8	26,116	Sword, Axe, Light	Shadow Soulstone (L) [80%]	55	—	—	—	—	
C-09	Townsperson	After clearing Protagonist's Chapter 1.	7	22,374	Spear, Bow, Wind	Master's Longbow [8%]	5	Poison Arrow [bow]	6	60%	10	
C-10	Stage Carpenter	9 cleared.	2	605	Sword, Staff, Fire	Inspiring Plum Bunch [20%]	3	Dagger Storm [dagger]	9	80%	5	
C-11	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Spear, Dagger, Darkness	Inspiring Plum (M) [20%]	3	Fireball [fire]	9	80%	5	
C-12	Ardent Actor	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Dagger, Wind	Thunder Soulstone (L) [50%]	10	Offense Down	7	30%	20	
C-13	Girl	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—	
C-14	Usher	Primrose's Chapter 4, part 4-1 onward.	7	24,320	Spear, Bow, Lightning	Ice Soulstone (L) [70%]	20	Steel Defenses	6	20%	40	
C-15	Usher	Primrose's Chapter 4, part 4-1 onward.	7	21,401	Sword, Axe, Darkness	Meteorite Rod [8%]	7	Mental Degradation	6	35%	15	
TOWNSPEOPLE AROUND SUNSHADE (P. 59-60)												
D-01	Faltering Youth	After clearing Primrose's Chapter 1-40 Pattern A cleared.	2	605	Spear, Bow, Ice	Sturdy Shield [20%]	3	Head Bash [axe]	9	80%	5	
D-02	Tavern Patron	From the beginning.	1	280	Sword, Axe, Bow	Dark Soulstone [50%]	1	Tenebrae Operire [dark]	9	100%	1	
D-03	Tavern Patron	From the beginning.	1	280	Spear, Staff, Wind	Inspiring Plum [30%]	1	Sweep [sword]	9	100%	1	
D-04	Tavern Wench	From the beginning.	2	605	Ice, Wind, Darkness	Stone Bow [20%]	3	Blinding Arrow [bow]	9	100%	5	
D-05	Tavern Patron	From the beginning	1	280	Spear, Staff, Lightning	Healing Grape (M) [50%]	1	Healing Grape (M)	9	100%	1	
D-06	Bryan	After clearing Primrose's Chapter 1.	4	2,816	Spear, Bow, Lightning	Inspiring Plum (M) [80%]	7	Fire Storm [fire]	8	35%	15	
D-07	Tavern Patron	From the beginning.	1	280	Sword, Dagger, Lightning, Light	Thunder Soulstone [50%]	1	Thrash [spear]	9	100%	1	
D-08	Tavern Patron *8	From the beginning.	1	280	Spear, Dagger, Wind, Darkness	Healing Grape [80%]	1	Mental Augmentation	9	100%	1	
D-09	Hired Barkeep	After clearing Primrose's Chapter 1.	1	280	Sword, Staff, Ice	Inspiring Plum [30%]	1	Slash [dagger]	9	100%	1	

\*: Some of the people around Sunshade have zero chance of Scrutinize success when Cyrus is Lv. 1.

\*1: In Cyrus's Chapter 3, part 3-5, all Path Actions besides Scrutinize, Purchase, or Steal are prohibited, and Scrutinize lets you glean "Dominic's Troubles" (no other information is available). Also, you can use Guide or Allure Path Actions after Cyrus's Chapter 3, part 3-6.

\*2: Guide/Allure become available after clearing 72.

\*3: The clear patterns for 6 affect the details of Path Actions. Clearing Pattern A grants access to Guide and Allure Path Actions; clearing Pattern B changes the Inquire level to Level 15, and raises Scrutinize success rate to 70% (Guide/Allure Path Actions remain unavailable).

\*4: Clearing 6 Pattern B reduces the Inquire Possibility Lv. to Level 1.



## Townspeople

B-15 to D-09

## MAP INDEX

Highlands

Sunlands

Riverlands

Clifflands

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Flamesgrace

Stillsnow

Northreach

Atlasdam

Noblecourt

Wispermill

Rippletide

Goldshore

Grandport

INQUIRE / SCRUTINIZE			PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED		
Guide with Ease	25	50%	Thunder Soulstone (M) [Lv. 26, 1,615] / Fortifying Nut (M) [Lv. 31, 2,280]		B-15
Dominic's Troubles	1	100%	Soothing Dust [Lv. 19, 95] / Soothing Dust [Lv. 19, 95] / Purifying Seed [Lv. 51, 2,470]		B-16
—	1	100%	Crystal Helm [Lv. 76, 39,900]		B-17
—	15	70%	Addlewort [Lv. 13, 5] / Sleepweed [Lv. 13, 5] / Empowering Bracelet [Lv. 38, 6,175]		B-18
—	15	70%	Heavy Blade [Lv. 27, 11,400] / Plate Shield [Lv. 22, 2,964]		B-19
—	1	100%	Falcon Garb [Lv. 30, 7,752]		B-20
A Hidden Item	20	50%	Forbidden Blade [ — , 75,000]		B-21
A Hidden Item	20	60%	Shadow Bow [Lv. 35, 20,425]		B-22
—	15	70%	Injurious Dust [Lv. 19, 95] / Fire Soulstone (L) [Lv. 34, 5,985]		B-23
—	20	60%	Dazzling Artwork [Lv. 55, 28,500]		B-24
A Hidden Item	25	40%	Stimulating Ring [Lv. 26, 2,850] / Protective Ring [Lv. 26, 2,850] / Enlightening Ring [Lv. 26, 2,090]		B-25
—	15	70%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum [Lv. 16, 228]		B-26
—	40	50%	Silver Axe [Lv. 34, 19,000] / Double Tomahawk [Lv. 71, 61,750]		B-27
—	15	70%	Mighty Belt [Lv. 51, 6,000] / Elemental Augmentor [Lv. 51, 6,000] / Curious Antique [Lv. 52, 18,050]		B-28
—	20	60%	Protective Earring [Lv. 17, 342] / Wind Amulet [Lv. 30, 6,080]		B-29
—	1	70%	Protective Earring [Lv. 17, 342] / Wind Amulet [Lv. 30, 6,080]		B-30
—	15	70%	Rock Cleaver [Lv. 40, 26,600]		B-31
New Weapons for Sale	30	40%	Light Soulstone (M) [Lv. 26, 1,615] / Dark Soulstone (M) [Lv. 26, 1,615] / Wind Soulstone (M) [Lv. 26, 1,615]		B-32
—	15	60%	Fire Soulstone (M) [Lv. 26, 1,615] / Ice Soulstone (M) [Lv. 26, 1,615] / Thunder Soulstone (M) [Lv. 26, 1,615]		B-33
The Fortress of Everhold	20	60%	Soothing Seed [Lv. 13, 5] / Elusive Shield [Lv. 24, 3,420]		B-34
—	—	100%	Healing Grape [Lv. 14, 48] / Healing Grape (M) [Lv. 26, 247] / Healing Grape Bunch [Lv. 31, 684]		B-35
A Hidden Item	20	40%	Healing Grape [Lv. 14, 48]		B-36
—	1	100%	Tower Shield [Lv. 40, 13,680]		B-37
—	1	90%	Iron Dagger [Lv. 14, 760] / Sprightly Earring [Lv. 17, 268]		B-38
—	20	60%	Laurel Staff [Lv. 19, 3,610] / Fire Soulstone [Lv. 16, 190]		B-39
—	20	60%	Ice Soulstone (L) [Lv. 34, 5,985] / Stimulating Ring [Lv. 26, 2,850]		B-40
Smarter Bartering	25	30%	Ice Soulstone (M) [Lv. 26, 1,615] / Dark Soulstone (M) [Lv. 26, 1,615] / Fire Soulstone (M) [Lv. 26, 1,615]		B-41
—	1	100%	Olive of Life (M) [Lv. 30, 2,850] / Olive of Life (M) [Lv. 30, 2,850] / Olive Bloom [Lv. 28, 428]		B-42
Discount at the Inn	20	40%	Wind Soulstone (M) [Lv. 26, 1,615] / Tough Nut (M) [Lv. 31, 2,280]		B-43
—	15	70%	Stimulating Bracelet [Lv. 38, 6,175] / Protective Ring [Lv. 26, 2,850]		B-44
—	—	—	—		B-45
Gravekeeper's Information	25	50%	Inspiring Plum (M) [Lv. 26, 855] / Light Soulstone (L) [Lv. 34, 5,985]		B-46
A Hidden Item	40	60%	Thunder Soulstone (M) [Lv. 26, 1,615] / Thunder Soulstone (M) [Lv. 26, 1,615] / Thunder Soulstone (L) [Lv. 34, 5,985]		C-01
A Hidden Item	45	50%	Wind Soulstone (M) [Lv. 26, 1,615] / Wind Soulstone (M) [Lv. 26, 1,615] / Wind Soulstone (L) [Lv. 34, 5,985]		C-02
—	40	60%	Inspiring Plum Basket [Lv. 36, 2,052] / Herb of Healing [Lv. 15, 29] / Empowering Necklace [Lv. 50, 19,000]		C-03
A Hidden Item	45	50%	Fire Soulstone (M) [Lv. 26, 1,615] / Fire Soulstone (M) [Lv. 26, 1,615] / Fire Soulstone (L) [Lv. 34, 5,985]		C-04
—	40	60%	Enlightening Necklace [Lv. 50, 15,200] / Stimulating Ring [Lv. 26, 2,850] / Empowering Earring [Lv. 17, 342] / Herb of Clarity [Lv. 15, 29] / Inspiring Plum (M) [Lv. 28, 855]		C-05
—	40	60%	Sharp Nut (L) [Lv. 51, 5,472] / Slippery Nut (L) [Lv. 51, 5,472] / Critical Nut (L) [Lv. 51, 5,472]		C-06
—	40	60%	Deathly Blade [Lv. 56, 45,600]		C-07
A Hidden Item	45	50%	Ancient Robe [Lv. 41, 18,240] / Trinity Sword [Lv. 56, 43,700]		C-08
Discount at the Inn	40	60%	Purifying Seed [Lv. 51, 2,470] / Purifying Seed [Lv. 51, 2,470] / Rune Bow [Lv. 60, 48,450]		C-09
—	40	60%	Wornout Tapestry [Lv. 72, 7,315]		C-10
New Weapons for Sale	50	40%	Shadow Soulstone (L) [Lv. 56, 5,985] / Wisdom Staff [Lv. 64, 38,000] / Sorcerer's Robe [Lv. 70, 38,760]		C-11
—	40	60%	Angel Saber [Lv. 47, 30,400] / Silent Cape [Lv. 42, 18,240] / Grand Helm [Lv. 37, 9,120]		C-12
A Hidden Item	45	50%	Stuffed Toy [Lv. 14, 95] / Candy [Lv. 12, 10]		C-13
Undeniable Allure	45	50%	Ice Soulstone (M) [Lv. 26, 1,615] / Ice Soulstone (M) [Lv. 26, 1,615] / Ice Soulstone (L) [Lv. 34, 5,985]		C-14
Thieving Tips & Tricks	50	40%	Light Soulstone (M) [Lv. 26, 1,615] / Light Soulstone (M) [Lv. 26, 1,615] / Light Soulstone (L) [Lv. 34, 5,985]		C-15
—	5	60%	Stinging Dagger [Lv. 16, 1,330]		D-01
Undeniable Allure	8	40%	Heavy Coin Pouch [Lv. 26, 4,180]		D-02
—	1	90%	Commemorative Coin [Lv. 60, — ]		D-03
A Hidden Item	8	40%	Critical Earring [Lv. 17, 252]		D-04
Discount at the Inn	6	50%	Protective Earring [Lv. 17, 432] / Empty Coin Pouch [Lv. 12, 36]		D-05
—	5	80%	Wind Soulstone (M) [Lv. 26, 1,360] / Dark Soulstone (M) [Lv. 26, 1,360]		D-06
—	1	90%	Sharp Nut [Lv. 19, 950] / Slippery Nut [Lv. 19, 950]		D-07
A Hidden Item	10	50%	Refreshing Jam [Lv. 41, 10,500] / Revitalizing Jam [Lv. 46, 14,000] / Olive of Life (M) [Lv. 30, 2,100]		D-08
—	1	90%	Healing Grape [Lv. 21, 35] / Healing Grape (M) [Lv. 39, 182] / Healing Grape Bunch [Lv. 46, 504] / Essence of Grape [Lv. 24, 28]		D-09

\*5: In Cyrus's Chapter 3, part 3-4, all Path Actions besides Scrutinize, Purchase, or Steal are prohibited, and Scrutinize lets you glean "Dominic's Remorse" (no other information is available). Also, you can use Guide or Allure Path Actions after Cyrus's Chapter 3, part 3-6.

\*6: Guide/Allure become available after clearing B.

\*7: In Cyrus's Chapter 3, part 3-3, all Path Actions besides Scrutinize, Purchase, or Steal are prohibited, and Scrutinize lets you glean "Dominic's Seclusion" (no other information is available). Also, you can use Guide or Allure Path Actions after Cyrus's Chapter 3, part 3-6.

\*8: Name changes to Tavern Proprietor after clearing Primrose's Chapter 1.



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND SUNSHADE CONT'D (P.59-60)												
D-10	Wayfaring Girl (Ria)	After clearing Primrose's Chapter 1—15 cleared.	2	605	Spear, Staff, Ice	Inspiring Plum (M) [20%]	3	—	—	—	—	
D-11	Ne'er-do-well *1	After clearing Primrose's Chapter 1.	4	2,816	Sword, Dagger, Lightning	Light Soulstone (M) [30%]	7	Sleepweed	8	35%	15	
D-12	Star Dancer	After clearing Primrose's Chapter 1.	5	7,823	Sword, Spear, Darkness	Stuffed Toy [50%]	10	Spirited Dance	7	30%	20	
D-13	Portly Merchant	After clearing Primrose's Chapter 1.	1	280	Sword, Dagger, Lightning	Purifying Seed [50%]	1	Exotic Spices	9	100%	1	
D-14	Master's Lackey	From the beginning.	1	280	Spear, Dagger, Fire, Light	Healing Grape (M) [50%]	1	Poison	9	100%	1	
D-15	Drunken Bouncer *2	After clearing Primrose's Chapter 1.	5	7,823	Spear, Dagger, Fire	Plate Shield [10%]	10	Head Bash [axe]	7	30%	20	
D-16	Elderly Woman	From the beginning.	1	280	Sword, Axe, Ice, Lightning	Ice Soulstone [50%]	1	Pointed Shot [bow]	9	100%	1	
D-17	Amnesiac Girl	After clearing Primrose's Chapter 1—6 Pattern B cleared	1 (2)	280	Sword, Dagger, Lightning	Wind Soulstone [30%]	1	Slash [dagger]	9	100%	1	
D-18	Ali	After clearing Tressa's Chapter 4—16 cleared.	5	7,823	Sword, Axe, Lightning	Fool's Gold Ore [30%]	10	—	—	—	—	
D-19	Well-heeled Gentleman	Primrose Chapter 1, part 1-4 – part 1-5	1	—	—	—	—	Slash [dagger]	9	100%	—	
D-20	Old Man	From the beginning	2	605	Sword, Bow, Wind, Darkness	Bottle of Blinding Dust [30%]	3	Thrash [spear]	9	100%	5	
D-21	Industrious Housewife	After clearing Primrose's Chapter 1.	1	280	Spear, Staff, Ice	Wind Soulstone [30%]	1	Panic Slash [dagger]	9	100%	1	
D-22	Townsperson	From the beginning.	1	280	Sword, Dagger, Fire, Lightning	Inspiring Plum [40%]	1	—	—	—	—	
D-23	Helena	After clearing Primrose's Chapter 4.	—	—	—	—	—	—	—	—	—	
D-24	Pensive Mother	After clearing Primrose's Chapter 1.	1	280	Sword, Dagger, Light	Inspiring Plum [30%]	1	Thrash [spear]	9	100%	1	
D-25	Sickly Girl	After clearing Primrose's Chapter 1.	—	—	—	—	—	—	—	—	—	
D-26	Master's Lackey	From the beginning.	1	280	Spear, Dagger, Ice, Darkness	Bottle of Sleeping Dust [60%]	1	Blinding Dust	9	100%	1	
D-27	Blue Dancer	After clearing Primrose's Chapter 1.	3	983	Sword, Axe, Wind	Ice Soulstone [50%]	5	Panic Slash [dagger]	8	60%	10	
D-28	Sand-caked Man	16 started	1	280	Spear, Bow, Fire	Ali's Bread [30%]	1	Ali's Bread	9	100%	1	
D-29	Kit	After clearing Primrose's Chapter 1 (with Primrose as protagonist)—1 cleared.	—	—	—	—	—	—	—	—	—	
TOWNSPEOPLE AROUND WELLSRING (P.61-63)												
E-01	Injured Scout	After clearing Protagonist's Chapter 1—18 cleared	1	280	Spear, Bow, Ice	Inspiring Plum [10%]	1	—	—	—	—	
E-02	Suspicious Man	After clearing Protagonist's Chapter 1—18 cleared.	—	—	—	—	—	—	—	—	—	
E-03	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Staff, Wind, Darkness	Healing Grape (M) [80%]	7	—	—	—	—	
E-04	Merchant	After clearing Protagonist's Chapter 1.	2	605	Sword, Bow, Staff	Olive of Life [20%]	3	Restore Health	9	80%	5	
E-05	Merchant	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Dagger, Staff	Inspiring Plum (M) [80%]	7	Slow Motion	8	35%	15	
E-06	Merchant	After clearing Protagonist's Chapter 1.	5	7,823	Ice, Lightning, Light, Darkness	Elemental Bow [10%]	10	Slumber Arrow [bow]	7	30%	20	
E-07	Guard *3	After clearing Protagonist's Chapter 1.	9	32,561	Spear, Axe, Fire	Healing Grape Bunch [80%]	30	—	—	—	—	
E-08	Townsperson *4	After clearing Protagonist's Chapter 1.	2	605	Sword, Axe, Ice, Light	Inspiring Plum (M) [40%]	3	Steel Defenses	9	80%	5	
E-09	Tavern Keeper	Therion's Chapter 3, part 3-5 only	—	—	—	—	—	—	—	—	—	
E-10	Tavern Patron *5	After starting Therion's Chapter 3.	4	2,816	Sword, Dagger, Light	Olive of Life [80%]	7	Critical Eye	8	35%	30	
E-11	Traveling Merchant	15 cleared.	3	983	Spear, Staff, Ice	Inspiring Plum (M) [30%]	5	Shady Substance	8	60%	10	
E-12	Merchant	After clearing Olberic and Ophilia's Chapter 4.	4	2,816	Spear, Dagger, Axe	Healing Grape (M) [80%]	7	High Thrust [sword]	8	35%	15	
E-13	Bale *6	After starting Olberic's Chapter 3—After clearing Olberic's Chapter 4.	9	35,393	Sword, Bow, Fire	Inspiring Plum Basket [80%]	30	Full Swing [axe]	5	10%	1	
E-14	Erhardt	After clearing Olberic's Chapter 4.	8	35,303	Sword, Axe, Ice	Revitalizing Jam [20%]	25	Cross Strike [sword]	6	15%	45	
E-15	Guard	After starting Olberic's Chapter 3.	6	14,205	Axe, Bow, Wind	Healing Grape (M) [80%]	15	Improved Offense	7	25%	30	
E-16	Guard	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Dagger, Ice	Jaguar Lance [10%]	10	Inhibit Defense	7	30%	20	
E-17	Guard	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Wind	Inspiring Plum (M) [80%]	7	Head Bash [axe]	8	35%	15	
E-18	Old Man *7	After clearing Protagonist's Chapter 1.	3	983	Spear, Fire, Lightning, Darkness	Healing Grape (M) [60%]	5	Blizzard [ice]	8	60%	10	
E-19	Satisfied Merchant	After clearing Tressa's Chapter 4.	4	2,816	Axe, Fire, Wind	Healing Grape (M) [50%]	7	Questionable Substance	8	35%	15	
E-20	Ria	After clearing 15 – 19 cleared.	2	605	Spear, Staff, Ice	Inspiring Plum (M) [20%]	3	—	—	—	—	
E-21	Sweet Tooth	After clearing Protagonist's Chapter 1.	7	22,374	Sword, Dagger, Light	Elemental Hat [8%]	20	Panic Slash [dagger]	6	20%	40	
E-22	Staid Soldier *8	After clearing Protagonist's Chapter 1.	4	2,816	Axe, Fire, Wind	Healing Grape (M) [80%]	7	—	—	—	—	
E-23	Injured Scout	18 cleared	1	280	Spear, Bow, Ice	Inspiring Plum [10%]	1	Too wounded to move . . .	9	100%	1	
E-24	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Axe	Healing Grape (M) [80%]	7	Blizzard [ice]	8	35%	15	
E-25	Nobles	Therion's Chapter 3, part 3-5 – part 3-6	—	—	—	—	—	—	—	—	—	
E-26	Nobles	Therion's Chapter 3, part 3-5 – part 3-6	—	—	—	—	—	—	—	—	—	
E-27	Attendant	Therion's Chapter 3, part 3-5 – part 3-6	—	—	—	—	—	—	—	—	—	
E-28	Bale *9	After clearing Olberic and Ophilia's Chapter 4.	9 (8)	35,393	Sword, Bow, Fire	Inspiring Plum Basket [80%]	30	Full Swing [axe]	5	15%	1	
TOWNSPEOPLE AROUND MARSALIM (P.65)												
F-01	King Khalim	Clear Chapter 4 for all characters.	5	7,823	Sword, Axe, Darkness	Healing Grape Bunch [50%]	10	Mental Augmentation	7	—	20	

\*: Some of the people around Sunshade have zero chance of Scrutinize success when Cyrus is Lv. 1.

\*1: Guide/Allure become available after clearing 15.

\*2: Name changes to Imposing Bouncer after clearing 18.

\*3: All Path Actions aside from Steal are unavailable between Therion's Chapter 3, part 3-1 and part 3-2.

\*4: Guide/Allure become available after clearing Olberic's Chapter 3.

\*5: All Path Actions aside from Steal are unavailable during Therion's Chapter 3, part 3-1.

\*6: Guide and Allure are unavailable between Olberic's Chapter 3, part 3-1 and part 3-3.

\*7: Guide/Allure become available after Olberic's Chapter 3, part 3-3.

\*8: Guide/Allure become available after clearing 18.

\*9: Guide/Allure become available after clearing 20.



Townsppeople

D-10 to F-01

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Grandport

INQUIRE / SCRUTINIZE			PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED		
—	1	90%	Empowering Ring [Lv. 26, 2,850] / Inferno Amulet [Lv. 48, 12,825]		D-10
—	1	90%	Empty Coin Pouch [Lv. 12, 29]		D-11
A Hidden Item	1	90%	Diva's Dress [Lv. 1, 1,710]		D-12
—	4	70%	Quatrain Bloom [Lv. 1, 6,270]		D-13
A Hidden Item	10	30%	Portrait with a Kiss [Lv. 12, 330]		D-14
—	5	60%	Olive of Life [Lv. 19, 475]		D-15
—	5	60%	Bright Stone [Lv. 31, 6,840]		D-16
—	1	70%	Protective Earring [Lv. 17, 342] / Wind Amulet [Lv. 30, 6,080]		D-17
—	8	50%	Mysterious Seed [Lv. 12, 10] / Mysterious Ore [Lv. 12, 27]		D-18
—	—	—	—		D-19
—	8	60%	Enlightening Earring [Lv. 17, 266]		D-20
—	4	70%	Herb of Clarity [Lv. 15, 28] / Herb of Awakening [Lv. 15, 28] / Herb of Valor [Lv. 15, 28] / Herb of Revival [Lv. 15, 28]		D-21
New Weapons for Sale	6	60%	Inspiring Plum [Lv. 16, 228] / Iron Helm [Lv. 18, 941]		D-22
—	40	50%	Invigorating Nut (L) [Lv. 51, 5,472]		D-23
—	1	90%	Soothing Seed [Lv. 13, 5] / Soothing Dust [Lv. 19, 95] / Sleepweed [Lv. 13, 5]		D-24
—	1	90%	Handkerchief [Lv. 12, 16] / Candy [Lv. 12, 10]		D-25
A Hidden Item	8	60%	Fire Soulstone [Lv. 16, 220] / Stimulating Earring [Lv. 17, 396] / Falcon dagger [Lv. 21, 7,700]		D-26
—	1	90%	Inspiring Plum (M) [Lv. 28, 855] / Ice Soulstone [Lv. 16, 190]		D-27
—	1	90%	Thunder Soulstone [Lv. 16, 190]		D-28
—	—	—	—		D-29
Snake Charmer	30	50%	Inspiring Plum [Lv. 16, 228] / Protective Ring [Lv. 26, 2,850]		E-01
—	—	—	—		E-02
—	30	40%	Heavy Coin Pouch [Lv. 26, 4,180] / Copper-filled Pouch [Lv. 25, 5,700]		E-03
Thieving Tips & Tricks	33	30%	Forbidden Axe [ — , 66,000]		E-04
A Hidden Item	32	30%	Memorial Necklace [Lv. 27, 27,550]		E-05
—	30	40%	Augmented Bow of the Falcon [Lv. 52, 38,950]		E-06
—	30	40%	Healing Grape (M) [Lv. 39, 208] / Bottle of Blinding Dust [Lv. 34, 160] / Old Coin [Lv. 35, 300]		E-07
Discount at the Inn	35	30%	Healing Grape Bunch [Lv. 31, 684] / Healing Grape Bunch [Lv. 31, 684] / Inspiring Plum Bunch [Lv. 36, 2,052] / Inspiring Plum Basket [Lv. 36, 2,052]		E-08
—	—	—	Black Market Inventory [Lv. 24, — ]		E-09
A Hidden Item	32	30%	Bottle of Wine [Lv. 24, — ] / Empty Coin Pouch [Lv. 12, 29]		E-10
—	35	30%	Tightly Sealed Envelope [Lv. 37, 3,135]		E-11
A Hidden Item	40	20%	Enlightening Ring [Lv. 26, 2,090]		E-12
A Hidden Item	38	20%	Light Nut (M) [Lv. 31, 2,280] / Sharp Nut (M) [Lv. 31, 2,280] / Tough Nut (M) [Lv. 31, 2,280]		E-13
—	40	50%	Battle-tested Blade [ — , 84,000] / Silver-filled Pouch [Lv. 36, 15,200]		E-14
A Hidden Item	36	20%	Unerring Bracelet [Lv. 38, 5,510] / Sharp Nut [Lv. 19, 950]		E-15
—	30	40%	Jaguar Lance [Lv. 33, 17,100]		E-16
Challenge with Ease	40	20%	Heavy Blade [Lv. 27, 11,400]		E-17
More Plentiful Provisions	36	20%	Ancient Robe [Lv. 41, 18,240]		E-18
—	35	30%	Incredible Item [Lv. 51, 21,850]		E-19
—	35	30%	Empowering Ring [Lv. 26, 2,850] / Inferno Amulet [Lv. 48, 12,825] / Healing Group (M) [Lv. 26, 247]		E-20
—	30	40%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum (M) [Lv. 28, 855] / Energizing Pomegranate (L) [Lv. 34, 3,192]		E-21
—	30	50%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5] / Curious Bloom [Lv. 29, 475]		E-22
Snake Charmer	30	50%	Inspiring Plum [Lv. 16, 228] / Protective Ring [Lv. 26, 2,850]		E-23
A Hidden Item	32	30%	Healing Grape (M) [Lv. 26, 247] / Fur Cap [Lv. 45, 13,680]		E-24
—	—	—	Aristocrat's Mask [Lv. 47, — ] / Healing Grape (M) [Lv. 26, — ]		E-25
—	—	—	Aristocrat's Mask [Lv. 47, — ] / Inspiring Plum (M) [Lv. 28, — ] / Stimulating Bracelet [Lv. 38, — ]		E-26
—	—	—	Attendant's Mask [Lv. 54, — ] / Olive of Life [Lv. 19, — ] / Silver-filled Pouch [Lv. 36, — ]		E-27
—	38	20%	Light Nut (M) [Lv. 31, 2,280] / Sharp Nut (M) [Lv. 31, 2,280] / Tough Nut (M) [Lv. 31, 2,280] / Dragonscale Armor [Lv. 68, 45,600]		E-28
—	40	60%	Healing Grape Bunch [Lv. 31, 684]		F-01



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND MARSALIM CONT'D (P. 65)												
F-02	Theater Manager	24 cleared.	2	605	Spear, Bow, Darkness	Herb of Healing [20%]	3	Pommel [staff]	9	80%	5	
F-03	Minister	Clear Chapter 4 for all characters.	3	983	Sword, Dagger, Wind	Befuddling Dagger [16%]	5	Mental Degradation	8	60%	10	
F-04	Guard	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Staff, Darkness	Ruinous Seed [30%]	15	Offense Down	7	25%	30	
F-05	Guard	After clearing Protagonist's Chapter 1.	7	24,320	Spear, Staff, Fire	Healing Grape (M) [80%]	5	Brain Bash [axe]	6	60%	10	
F-06	Chieftain	23 started- 23 cleared.	4	2,816	Sword, Dagger, Fire	Herb of Clamor [40%]	7	—	—	—	—	
F-07	Kevin	After clearing Protagonist's Chapter 1- 21 cleared.	—	—	—	—	—	—	—	—	—	
F-08	Stern Knight *1	After clearing Protagonist's Chapter 1.	8	29,677	Spear, Staff, Ice	Herb of Healing [80%]	25	Attacking Posture	6	15%	45	
F-09	Guard	After clearing Protagonist's Chapter 1.	7	22,374	Sword, Bow, Ice	Soul Glaive [8%]	20	Thrash [spear]	6	20%	40	
F-10	Guard	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Axe, Wind	Healing Grape (M) [80%]	10	Defensive Posture	7	30%	20	
F-11	Captain Raaf	After clearing H'aanit's Chapter 4.	5	7,823	Sword, Bow, Staff, Ice, Darkness	Fire Soulstone (M) [30%]	10	Whirlwind Strike [spear]	7	30%	20	
F-12	General Lenaar	After clearing H'aanit's Chapter 4.	8	29,677	Dagger, Axe, Lightning, Wind, Darkness	Fire Soulstone (L) [20%]	25	Blazeful Blade [sword]	6	15%	45	
F-13	Scholarly Youth *2	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Ice	Olive of Life (M) [20%]	3	Icewind [ice]	9	80%	5	
F-14	Eliza	H'aanit's Chapter 4 started to part 4-2.	8	27,303	Spear, Axe, Ice	Olive of Life (M) [80%]	25	—	—	—	—	
F-15	Knight Ardante	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Dagger, Lightning	Herb of Valor [70%]	20	Attacking Posture	6	20%	40	
F-16	Elderly Woman	After clearing Protagonist's Chapter 1.	6	13,256	Sword, Dagger, Fire	Sledgehammer [8%]	15	Glacies Claudere [ice]	7	25%	30	
F-17	Ria *3	19 cleared.	2	605	Spear, Staff, Ice	Inspiring Plum (M) [20%]	3	Steel Defenses	9	80%	5	
F-18	Boy	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—	
F-19	Townsperson	After clearing Protagonist's Chapter 1.	9	32,561	Spear, Staff, Darkness	Ruinous Dust [80%]	30	Physical Boost	5	10%	50	
F-20	Old Man	After clearing Protagonist's Chapter 1.	6	13,256	Spear, Dagger, Lightning	Curious Bloom [60%]	15	Ventus Saltare [wind]	7	25%	45	
F-21	Townsperson	After clearing Protagonist's Chapter 1.	8	29,677	Spear, Axe, Ice	Spirit Hatchet [5%]	70	—	—	—	—	
F-22	Knight Ardante	H'aanit's Chapter 4 started.	6	14,205	Sword, Bow, Light	Olive of Life (L) [60%]	15	Inhibit Defense	7	25%	30	
F-23	Knight's Wife	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Darkness	Healing Grape Bunch [20%]	3	Slash [dagger]	9	80%	5	
F-24	Young Soldier	After clearing Protagonist's Chapter 1- 22 Pattern A cleared.	6	15,441	Sword, Bow	Olive of Life (M) [80%]	15	Thrash [spear]	7	25%	30	
F-25	Swordsman Yuri	After clearing Protagonist's Chapter 1.	10	41,638	Spear, Staff, Darkness	Healing Grape Bunch [80%]	40	Stunning Strike	4	5%	60	
F-26	Old Aristocrat *4	After clearing Protagonist's Chapter 1.	1	280	Spear, Dagger, Darkness	Olive of Life [80%]	1	Pommel [staff]	9	100%	1	
F-27	Grieg the Unbreakable	After clearing Olberic's Chapter 4.	5	12,023	Spear, Axe, Fire, Lightning, Light	Inspiring Plum (M) [30%]	10	Steel Defenses	7	30%	20	
F-28	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Dagger, Fire	Ruinous Dust [20%]	3	Slash [dagger]	9	80%	5	
F-29	Ali	16 cleared.	5	7,823	Sword, Axe, Lightning	Fool's Gold Ore [30%]	10	—	—	—	—	
F-30	Maruf	16 started.	7	22,374	Sword, Bow, Fire	Herb of Clarity [70%]	20	Full Enfeeblement	6	20%	40	
F-31	Know-it-all Father	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Lightning	Olive of Life (M) [20%]	3	Dagger Storm [dagger]	9	80%	5	
F-32	Townsperson	After clearing Protagonist's Chapter 1.	1	280	Spear, Axe, Wind	Refreshing Jam [10%]	1	Slice [sword]	9	100%	1	
TOWNSPEOPLE AROUND CLEARBROOK (P. 67-68)												
G-01	Magg the Cook *5	After clearing Alfyn's Chapter 1.	6	14,205	Sword, Axe, Bow, Ice	Fire Soulstone [20%]	15	Well Done [fire]	7	25%	50	
G-02	Regular Patron *6	After clearing Alfyn's Chapter 1.	2	605	Sword, Dagger, Axe, Ice	Soothing Seed [50%]	3	Siab [spear]	9	80%	25	
G-03	Meryl's Father	After clearing Alfyn's Chapter 1.	3 (1)	983	Spear, Dagger, Wind, Darkness	Sleepweed [20%]	5	Sweep [sword]	9	60%	10	
G-04	Traveling Apothecary	Alfyn's Chapter 4, part 4-6 only.	—	—	—	—	—	—	—	—	—	
G-05	Meryl *7	After clearing Alfyn's Chapter 1- 27 cleared, after 39 cleared.	1	280	Spear, Bow, Darkness	Noxroot [10%]	1	Flurry [bow]	8	100%	1	
G-06	Elderly Woman	From the beginning.	10	36,307	Fire, Wind, Darkness	Battle-tested Staff [2%]	40	Mighty Blow [staff]	4	5%	60	
G-07	Old Man	From the beginning.	1	280	Spear, Dagger, Axe, Ice	Injurious Seed [10%]	1	—	—	—	—	
G-08	Granddaughter	From the beginning.	3	983	Sword, Staff, Wind	Healing Grape [10%]	25	—	—	—	—	
G-09	Gertas	After clearing Alfyn's Chapter 1.	3 (2)	983	Spear, Dagger, Bow, Lightning	Herb of Healing [10%]	5	Poison	9	60%	10	
G-10	Lonely Grandchild *8	After clearing Alfyn's Chapter 1.	—	—	—	—	—	—	—	—	—	
G-11	Nina *9	From the beginning.	—	—	—	—	—	—	—	—	—	
G-12	Zeph *10	From the beginning-Alfyn's Chapter 4 cleared.	4	2,816	Sword, Bow, Fire	Sleepweed [20%]	7	Concoct Poison	8	35%	15	
G-13	Villager	From the beginning.	2	605	Spear, Dagger, Wind	Injurious Seed [10%]	3	Head Bash [axe]	9	80%	5	
G-14	Mercedes	29 cleared.	3	983	Sword, Dagger, Axe, Darkness	Essence of Grape [50%]	5	Mental Augmentation	8	100%	1	
G-15	Angler *11	After clearing Alfyn's Chapter 1.	5	7,823	Sword, Bow, Lightning	Heavy Lance [10%]	10	Peerless Strike [spear]	7	30%	20	
G-16	Meryl's Mother	After clearing Alfyn's Chapter 1.	2 (3)	605	Sword, Axe, Staff, Darkness	Sleepweed [20%]	3	Physical Boost	8	80%	5	
G-17	Lily	From the beginning.	—	—	—	—	—	—	—	—	—	
G-18	Lily	Alfyn's Chapter 1, part 1-1 only	—	—	—	—	—	—	—	—	—	
G-19	Professor Bastete	84 cleared.	5	7,823	Sword, Dagger, Wind, Darkness	Ruinous Seed [50%]	10	Wisdom of the Church	7	30%	20	
G-20	Scholar	From the beginning.	2	605	Spear, Axe, Bow, Fire	Herb of Healing [10%]	3	Sweep [sword]	9	80%	5	
G-21	Garrulous Grandfather	25 cleared.	4	2,816	Sword, Axe, Light	Flying Helm [12%]	7	Steel Defenses	8	35%	15	

\*1: Name changes to Kindly Knight after clearing 49 .

\*2: Guide/Allure become available after clearing 78 Pattern B.

\*3: Name changes to Gloria after clearing 23 .

\*4: Challenge/Provoke become available after clearing 22 .

\*5: Clearing 26 Pattern A changes Allure success rate to 30%.

\*6: Clearing 26 Pattern A changes Allure success rate to 5%.



INQUIRE / SCRUTINIZE		PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED	
—	40	60%	Inspiring Plum Basket [Lv. 36, 2,052] / Herb of Healing [Lv. 15, 29] / Empowering Necklace [Lv. 50, 19,000]	F-02
—	40	60%	Refreshing Jam [Lv. 41, 14,250]	F-03
A Hidden Item	45	50%	Critical Bracelet [Lv. 38, 5,510] / Energizing Pomegranate (M) [Lv. 27, 722] / Energizing Pomegranate (M) [Lv. 27, 722]	F-04
A Hidden Item	45	50%	Fire Soulsione (L) [Lv. 34, 5,985] / Wind Soulstone (L) [Lv. 34, 5,985] / Dark Soulstone (L) [Lv. 34, 5,985]	F-05
Chieftain's Schedule	45	50%	Herb of Clamor [Lv. 15, 29]	F-06
—	40	60%	—	F-07
—	40	60%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum (M) [Lv. 28, 855]	F-08
—	40	60%	Gargantuan Axe [Lv. 58, 45,600]	F-09
A Hidden Item	45	50%	Enlightening Necklace [Lv. 50, 15,200]	F-10
—	40	50%	Refreshing Jam [Lv. 41, 14,250] / Imperial Helm [Lv. 49, 17,100] / Exotic Garb [Lv. 35, 12,000]	F-11
—	40	50%	Robe of the Flame [Lv. 69, 47,880] / Emperor's Blade [Lv. 63, 51,300]	F-12
City of Gold	40	60%	Inspiring Plum (M) [Lv. 28, 855] / Inspiring Plum (M) [Lv. 28, 855]	F-13
—	40	60%	Dragon Saber [Lv. 66, 63,800]	F-14
Provoke like a Pro	45	50%	Enlightening Necklace [Lv. 50, 19,000] / Knight's Shield [Lv. 49, 16,240]	F-15
A Hidden Item	45	50%	Purifying Seed [Lv. 51, 2,470] / Purifying Dust [Lv. 55, 3,040] / Olive Bloom [Lv. 28, 428]	F-16
—	40	60%	Empowering Ring [Lv. 26, 2,850] / Inferno Amulet [Lv. 48, 12,825] / Healing Group (M) [Lv. 26, 247] / Herb of Light [Lv. 15, 29] / Olive of Life (M) [Lv. 30, 2,850]	F-17
—	40	60%	Inferno Amulet [Lv. 48, 12,825]	F-18
Discount at the Inn	40	60%	Spirit Bow [Lv. 44, 30,400]	F-19
New Weapons for Sale	50	40%	Energizing Pomegranate (L) [Lv. 34, 3,192] / Energizing Pomegranate (L) [Lv. 34, 3,192] / Energizing Pomegranate (L) [Lv. 34, 3,192]	F-20
—	40	60%	Inferno Axe [Lv. 47, 32,300]	F-21
A Hidden Item	45	50%	Protective Necklace [Lv. 50, 17,000] / Blade of Bravery [Lv. 51, 32,300]	F-22
—	40	60%	Healing Grape Bunch [Lv. 31, 684] / Inspiring Plum Basket [Lv. 36, 2,052] / Olive of Life (L) [Lv. 41, 19,000]	F-23
—	40	60%	Greatsword [Lv. 21, 7,125] / Plate Shield [Lv. 22, 2,964]	F-24
—	40	60%	Dragon Saber [Lv. 66, 55,100] / Dragonscale Armor [Lv. 66, 45,600]	F-25
—	40	60%	Heavy Coin Pouch [Lv. 26, 4,180] / Cat's Eye [Lv. 67, 38,000] / Critical Ring [Lv. 50, 15,200]	F-26
—	40	50%	Battle-tested Shield [Lv. 76, 43,200]	F-27
A Hidden Item	45	50%	Energizing Pomegranate (L) [Lv. 34, 3,192] / Energizing Pomegranate (L) [Lv. 34, 3,192]	F-28
—	8	50%	Mysterious Seed [Lv. 12, 10] / Mysterious Ore [Lv. 12, 27]	F-29
—	40	60%	Herb of Clarity [Lv. 15, 29]	F-30
—	40	60%	Invigorating Nut (M) [Lv. 55, 2,880] / Magic Nut (M) [Lv. 55, 2,880] / Tough Nut (M) [Lv. 55, 2,880]	F-31
Thieving Tips & Tricks	50	40%	Healing Grape (M) [Lv. 26, 247] / Healing Grape (M) [Lv. 26, 247] / Refreshing Jam [Lv. 41, 14,250]	F-32
—	1	90%	Saucy Prawns [Lv. 1, 95]	G-01
More Plentiful Provisions	1	90%	Essence of Grape [Lv. 16, 38] / Essence of Plum [Lv. 23, 190]	G-02
Meryl's Past	1	60%	Olive Bloom [Lv. 28, 428] / Curious Bloom [Lv. 29, 475]	G-03
Elixir Recipe	1	—	—	G-04
A Hidden Item	1	60%	Essence of Plum [Lv. 23, 190] / Essence of Pomegranate [Lv. 24, 247]	G-05
A Hidden Item	1	10%	Injurious Seed [Lv. 13, 5]	G-06
—	1	60%	Silver Axe [Lv. 34, — ] / Golden Axe [Lv. 61, — ]	G-07
A Hidden Item	10	30%	Silver Hairpiece [Lv. 17, 855] / Protective Earring [Lv. 17, 342]	G-08
A Hidden Item	1	50%	Battle Axe [Lv. 16, 1,900]	G-09
—	1	90%	Noxroot [Lv. 13, 4] / Sleepweed [Lv. 13, 4] / Addlewort [Lv. 13, 4]	G-10
—	1	60%	Essence of Grape [Lv. 16, 24] / Essence of Plum [Lv. 23, 120] / Essence of Pomegranate [Lv. 24, 156] / Olive Bloom [Lv. 28, 270]	G-11
A Hidden Item	1	50%	Soothing Dust [Lv. 19, 95] / Soothing Dust [Lv. 19, 95] / Purifying Seed [Lv. 51, 2,470] / Injurious Dust [Lv. 19, 95]	G-12
Discount at the Inn	1	90%	Iron Axe [Lv. 24, — ]	G-13
—	1	100%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5]	G-14
A Hidden Item	1	90%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5]	G-15
A Hidden Item	1	60%	Protective Earring [Lv. 17, 342] / Olive Bloom [Lv. 28, 428]	G-16
—	1	100%	Healing Grape [Lv. 21, 35] / Healing Grape (M) [Lv. 39, 182] / Healing Grape Bunch [Lv. 46, 504]	G-17
Nina's Secret	—	—	—	G-18
—	1	70%	Noxroot [Lv. 13, 5] / Sprightly Earring [Lv. 17, 266]	G-19
—	1	60%	Soothing Dust [Lv. 19, 95] / Iron Vest [Lv. 20, 2166]	G-20
—	1	90%	Sleepweed [Lv. 13, 5] / Healing Grape [Lv. 14, 48]	G-21

\*7: Guide and Allure are unavailable after clearing Alfyn's Chapter 1 and before clearing **27** . Also, the information held disappears after clearing **39** , and Inquire Possibility Lv. becomes Level 40.

\*8: Name changes to Happy Grandchild after clearing **25** .

\*9: After clearing Alfyn's Chapter 4, Scrutinize success rate increases to 90%, increasing to 100% upon completion of **29** .

\*10: Challenge and Provoke are unavailable during Alfyn's Chapter 1. Also, Guide/Allure become available after clearing Alfyn's Chapter 1.

\*11: Clearing **25** Pattern A changes Allure success rate to 20%.

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NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE			
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.
TOWNSPEOPLE AROUND CLEARBROOK CONT'D (P. 67-68)											
G-22	Zeph *1	After clearing Alfyn's Chapter 4.	4	2,816	Sword, Bow, Fire	Sleepweed [20%]	7	Concoct Poison	8	35%	15
G-23	Friendly Farmer	After clearing Theron's Chapter 1.	1	280	Sword, Dagger, Staff, Fire	Soothing Seed [20%]	1	Shatter and Smash [axe]	9	100%	1
G-24	Kit	After clearing Alfyn's Chapter 1 (as protagonist only)- 1 cleared.	—	—	—	—	—	—	—	—	—
G-25	Fishmonger *2	After clearing Alfyn's Chapter 1.	3	983	Spear, Dagger, Fire, Wind	Hip Flask [30%]	5	Slice [sword]	8	60%	30
G-26	Lost Grandfather	After clearing Alfyn's Chapter 1- 25 cleared.	4	2,816	Sword, Axe, Light	Flying Helm [12%]	7	Steel Defenses	8	35%	15
TOWNSPEOPLE AROUND SAINTSBRIDGE (P. 69-70)											
H-01	Ruffian	After clearing Protagonist's Chapter 1- 31 cleared.	4	2,816	Sword, Axe, Fire, Lightning	Inspiring Plum [80%]	7	Sand Toss	8	35%	15
H-02	Landscape Artist	After clearing Protagonist's Chapter 1- 79 cleared.	2	605	Sword, Axe, Fire, Lightning	Healing Grape Bunch [10%]	3	Brush Toss [dagger]	9	80%	5
H-03	River Dweller	After clearing Protagonist's Chapter 1- 32 cleared.	2	605	Axe, Bow, Staff	Inspiring Plum (M) [20%]	3	Sleepweed	9	80%	5
H-04	Assiduous Scholar *3	After clearing Protagonist's Chapter 1.	3	983	Fire, Ice, Darkness	Addlewort [30%]	5	Lightning Bolt [lightning]	8	60%	10
H-05	Unsavoury Man	After clearing Protagonist's Chapter 1.	2	605	Sword, Spear, Fire, Wind	Bottle of Poison Dust [20%]	3	Poison Slash [dagger]	9	80%	5
H-06	Bishop Bartolo *4	After starting Ophilia's Chapter 2-start of Chapter 3, after clearing Chapter 4	6	13,256	Sword, Staff, Light	Mental Belt [10%]	15	Wisdom of the Church	7	25%	30
H-07	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Axe, Wind	Energizing Pomegranate [20%]	3	Health for All	9	80%	5
H-08	Cleric	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Axe, Wind	Spiked Vest [10%]	10	Gentle Cradle	7	30%	20
H-09	Kindly Cleric	After clearing Protagonist's Chapter 1.	8	26,116	Spear, Dagger, Light	Refreshing Jam [60%]	25	Lux Congerere [light]	6	15%	45
H-10	Reformed Man	31 cleared.	4	2,816	Sword, Axe, Fire, Lightning	Inspiring Plum [80%]	7	Rag Toss	8	35%	15
H-11	Knight Ardante	After clearing Protagonist's Chapter 1.	8	27,303	Spear, Dagger, Bow, Fire	Inspiring Plum [80%]	25	Glacies Claudere [ice]	6	15%	45
H-12	Flora	35 started.	—	—	—	—	—	—	—	—	—
H-13	Stubborn Grandma	Alfyn's Chapter 3, part 3-4 only.	—	—	—	—	—	—	—	—	—
H-14	Townsperson	Alfyn Chapter 3, part 3-2 to part 3-3.	—	—	—	—	—	—	—	—	—
H-15	Stubborn Grandma *5	After clearing Protagonist's Chapter 1.	3	983	Sword, Axe, Wind	Olive of Life (M) [30%]	5	Mental Augmentation	8	60%	10
H-16	Demure Grandma *6	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Darkness	Olive of Life [20%]	3	Dagger Storm [dagger]	9	80%	5
H-17	Townsperson	After clearing Protagonist's Chapter 1.	6	14,205	Spear, Bow, Light	Elemental Bow [8%]	15	Blinding Arrow [bow]	7	25%	30
H-18	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Staff, Darkness	Olive of Life (M) [80%]	7	Flurry [bow]	8	35%	15
H-19	Derryl *7	After clearing Protagonist's Chapter 1-clearing Ophilia's Chapter 4.	—	—	—	—	—	—	1	—	—
H-20	Townsperson *8	After clearing Protagonist's Chapter 1.	2	605	Sword, Spear, Ice	Refreshing Jam [20%]	3	Improved Offense	9	80%	5
H-21	Nate	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
H-22	Emil	After clearing Protagonist's Chapter 1-clearing Ophilia's Chapter 2, part 2-4. After clearing Ophilia's Chapter 2-Ophilia's Chapter 4 cleared.	—	—	—	—	—	—	—	—	—
H-23	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Wind	Healing Grape (M) [20%]	3	Panic Arrow [bow]	9	80%	5
H-24	Bully	34 started.	—	—	—	—	—	—	—	—	—
H-25	Demure Grandma	Alfyn's Chapter 3, part 3-3 only.	—	—	—	—	—	—	—	—	—
H-26	Artist's Brother	After clearing Protagonist's Chapter 1- 79 Pattern B cleared.	—	—	—	—	—	—	—	—	—
H-27	Tim	After clearing Alfyn's Chapter 4.	—	—	—	—	—	—	—	—	—
H-28	Old Man	After clearing Protagonist's Chapter 1.	7	21,401	Sword, Dagger, Light	Energizing Pomegranate [80%]	20	Tenebrae Operiere [dark]	6	20%	40
H-29	The Worrywart	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Spear, Darkness	Healing Grape (M) [80%]	7	Inhibit Defense	8	35%	15
H-30	Alphas *9	35 started.	8	30,000	Dagger, Axe, Staff, Fire, Darkness	Enchanted Sword [5%]	25	—	—	—	—
H-31	River Dweller	32 cleared.	2	605	Axe, Bow, Staff	Inspiring Plum (M) [20%]	3	Sleepweed	9	80%	5
H-32	Baker	After clearing 79 Pattern A.	2	605	Sword, Axe, Fire, Lightning	Healing Grape (M) [20%]	3	Fresh from the Oven	9	80%	5
H-33	Lyblac	43 cleared- 35 started.	—	—	—	—	—	—	—	—	—
H-34	Erstwhile Sellsword *10	27 cleared.	5	7,823	Axe, Bow, Staff	Eagle Saber [10%]	10	Sweeping Slash [sword]	7	30%	20
H-35	Meryl	After clearing 27 - 33 cleared.	1	280	Spear, Bow, Darkness	Addlewort [10%]	1	—	—	—	—
H-36	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Sword, Staff, Ice	Healing Grape (M) [60%]	5	Head Bash [axe]	8	60%	10
H-37	Derryl	After clearing Ophilia's Chapter 4.	—	—	—	—	—	—	—	—	—
H-38	Nate	34 started.	—	—	—	—	—	—	—	—	—
H-39	Emil	After clearing Ophilia's Chapter 4.	—	—	—	—	—	—	—	—	—
TOWNSPEOPLE AROUND RIVERFORD (P. 72-73)											
I-01	Passionate Youth	After clearing 36 Pattern A.	4	2,816	Axe, Staff, Ice	Herb of Valor [40%]	7	Dagger Storm [dagger]	8	35%	15
I-02	Merchant	After clearing Protagonist's Chapter 1.	8	27,303	Spear, Bow, Darkness	Light Soulstone (M) [80%]	25	Full Entelelement	6	15%	45
I-03	The Man with the Red Hat *11	After Olberic's Chapter 4, part 4-3.	7	24,320	Sword, Axe, Wind	Thunder Soulstone (M) [80%]	1	—	—	—	—
I-04	Giri	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
I-05	Harald	38 cleared.	7	24,320	Sword, Axe, Light	Olive of Life (M) [80%]	20	Peerless Strike [spear]	6	20%	40
I-06	Elderly Woman	After clearing Protagonist's Chapter 1.	7	21,401	Spear, Bow, Light	Shadow Soulstone (M) [70%]	15	Tenebrae Operire [dark]	6	25%	30
I-07	Soldier	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Axe, Ice	Olive of Life (M) [40%]	7	—	—	—	—
I-08	Kindly Neighbor	33 cleared.	1	280	Sword, Axe, Fire, Darkness	Wind Soulstone (M) [5%]	1	Pummel [staff]	9	100%	1
I-09	Townsperson	After clearing Protagonist's Chapter 1.	8	29,677	Sword, Staff, Darkness	Dragon's Helm [5%]	25	—	—	—	—

\*1: Guide and Allure are unavailable after clearing **28** and before clearing **29**. Also Allure becomes 100% successful and Guide Possibility Lv. changes to level 1 after clearing **29**.

\*2: Clearing **26** Pattern A changes Allure success rate to 10%.

\*3: Guide/Allure become available after clearing **30**.

\*4: After starting Ophilia's Chapter 2 and before clearing her Chapter 4, Item Dropped becomes Healing Grape (M) [80%], Inquire Possibility Lv. becomes level 15, Scrutinize success rate becomes 60%, and you cannot obtain the Battle-tested Spear from battle.

\*5: Challenge/Provoke and Guide/Allure becomes available after Alfyn's Chapter 3, part 3-4.

\*6: Challenge/Provoke and Guide/Allure becomes available after Alfyn's Chapter 3, part 3-3.



INQUIRE / SCRUTINIZE			PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED		
—	1	90%	Soothing Dust [Lv. 19, 95] / Soothing Dust [Lv. 19, 95] / Purifying Seed [Lv. 51, 2,470] / Injurious Dust [Lv. 19, 95] / Letter from Zeph [Lv. 1, 50]		G-22
A Hidden Item	5	80%	Injurious Seed [Lv. 13, 5] / Enlightening Earring [Lv. 17, 266]		G-23
—	—	—	—		G-24
—	1	90%	Addlewort [Lv. 13, 5] / Healing Grape [Lv. 14, 48] / Sturdy Shield [Lv. 16, 855]		G-25
—	1	90%	Sleepweed [Lv. 13, 5] / Healing Grape [Lv. 14, 48]		G-26
—	30	40%	Old Coin [Lv. 18, 4,500]		H-01
—	25	50%	Olive of Life (M) [Lv. 30, 2,850] / Essence of Plum [Lv. 23, 190] / Final Masterpiece [Lv. 42, 1,520]		H-02
A Hidden Item	20	60%	Sprightly Bracelet [Lv. 38, 5,510]		H-03
Early Ice Thawing	20	60%	Essence of Pomegranate [Lv. 24, 247] / Olive Bloom [Lv. 26, 428]		H-04
—	30	40%	Bottle of Poison Dust [Lv. 33, 240] / Bottle of Blinding Dust [Lv. 33, 240] / Hugo's Journal [Lv. 41, 4,200]		H-05
—	40	50%	Staff of Wonders [Lv. 31, 12,800] / Battle-tested Staff [Lv. 79, 90,000]		H-06
A Hidden Item	35	30%	Holy Longbow [Lv. 63, 52,250] / Unerring Necklace [Lv. 50, 15,200]		H-07
Guide with Ease	20	50%	Inspiring Plum Basket [ — , 2,052] / Inspiring Plum Basket [ — , 2,052]		H-08
A Hidden Item	25	50%	Forbidden Staff [Lv. 63, 74,250] / Injurious Dust [Lv. 19, 95] / Ruinous Seed [Lv. 51, 2,470]		H-09
—	30	40%	Old Coin [Lv. 18, 4,500]		H-10
A Hidden Item	20	50%	Dark Soulstone [Lv. 16, 190] / Dark Soulstone (M) [Lv. 26, 1,615] / Dark Soulstone (L) [Lv. 34, 5,985]		H-11
—	1	100%	Handkerchief [Lv. 1, — ] / Hairbrush [Lv. 1, — ] / Stuffed Toy [Lv. 1, — ] / Large Feather [Lv. 1, — ]		H-12
Old Woman to the Northwest	1	—	—		H-13
Tidings of Elderly Friends	1	—	—		H-14
—	1	100%	Silver Armor [Lv. 26, 4,446] / Silver Helm [Lv. 27, 3,420] / Silver Axe [Lv. 18, 2,850]		H-15
—	1	40%	Rainbow Robe [Lv. 40, 17,100] / Elemental Hat [Lv. 41, 11,400] / Arcane Axe [Lv. 22, 7,600]		H-16
New Weapons for Sale	35	30%	Wind Soulstone [Lv. 16, 190] / Wind Soulstone (M) [Lv. 26, 1,615] / Wind Soulstone (L) [Lv. 34, 5,985]		H-17
A Hidden Item	20	60%	Evasive Shield [Lv. 24, 3,420] / Heavy Lance [Lv. 31, 14,250]		H-18
—	10	100%	Ice Amulet [Lv. 30, 6,080]		H-19
—	1	100%	Purifying Seed [Lv. 51, 2,470] / Purifying Seed [Lv. 51, 2,470] / Olive Bloom [Lv. 26, 428]		H-20
—	10	100%	Stimulating Bracelet [Lv. 38, 6,175]		H-21
—	10	100%	Enlightening Bracelet [Lv. 38, 5,510]		H-22
Discount at the Inn	20	50%	Energizing Pomegranate [Lv. 15, 285] / Energizing Pomegranate (M) [Lv. 27, 722] / Energizing Pomegranate (L) [Lv. 34, 3,192]		H-23
—	45	20%	River Blossom [Lv. 65, 456]		H-24
Old Woman to the Southeast	1	—	—		H-25
—	25	50%	Candy [Lv. 12, 10] / Tree Nut [Lv. 12, 10]		H-26
—	40	50%	Light Nut (M) [Lv. 31, 2,280] / Revitalizing Jam [Lv. 41, 14,250] / Fortifying Nut (L) [Lv. 51, 5,472]		H-27
Challenge with Ease	30	40%	Bridge Lance [Lv. 38, 22,800] / Tower Shield [Lv. 40, 13,680]		H-28
A Hidden Item	15	70%	Olive of Life (M) [Lv. 19, 475] / Olive of Life (M) [Lv. 30, 2,850] / Olive of Life (L) [Lv. 41, 19,000]		H-29
Alphas's Poem	1	100%	Herb of Valor [Lv. 1, — ] / Healing Grape (M) [Lv. 1, — ] / Energizing Pomegranate (L) [Lv. 1, — ]		H-30
A Hidden Item	20	60%	Sprightly Bracelet [Lv. 38, 5,510]		H-31
—	25	50%	Olive of Life (M) [Lv. 30, 2,850] / Essence of Plum [Lv. 23, 190] / Final Masterpiece [Lv. 42, 1,520]		H-32
—	—	—	—		H-33
A Hidden Item	30	40%	Inspiring Plum [Lv. 16, 228] / Spiked Shield [Lv. 33, 9,120] / Snipe Saber [Lv. 38, 22,800]		H-34
—	20	60%	Essence of Plum [Lv. 23, 190] / Essence of Pomegranate [Lv. 24, 247]		H-35
A Hidden Item	15	60%	Healing Grape Bunch [Lv. 31, 684] / Healing Grape Bunch [Lv. 31, 684]		H-36
—	40	30%	Addlewort [Lv. 13, 5] / Mysterious Ore [Lv. 12, 27]		H-37
—	40	30%	Inspiring Plum [Lv. 16, 228] / Handkerchief [Lv. 12, 16]		H-38
—	40	30%	Energizing Pomegranate (M) [Lv. 27, 722] / Tree Seed [Lv. 12, 10]		H-39
—	40	60%	Bottle of Poison Dust [Lv. 17, 190] / Mysterious Seed [Lv. 12, 10] / Injurious Dust [Lv. 19, 95]		I-01
A Hidden Item	45	40%	Carnage Blade [Lv. 42, 26,600] / Calamity Spear [Lv. 26, 10,450] / Befuddling Dagger [Lv. 19, 3,800] / War Hammer [Lv. 42, 28,500]		I-02
—	40	60%	—		I-03
More Plentiful Provisions	50	30%	Candy [Lv. 12, 10]		I-04
—	40	60%	Imperial Lance [Lv. 46, 32,300]		I-05
Challenge with Ease	40	60%	Giant's Club [Lv. 58, 47,500] / Thunder Soulstone (M) [Lv. 26, 1,615]		I-06
—	40	60%	Ruinous Seed [Lv. 51, 2,470] / Ruinous Seed [Lv. 51, 2,470] / Fire Amulet [Lv. 30, 6,080]		I-07
—	40	60%	Herb of Healing [Lv. 15, 29] / Wind Soulstone (M) [Lv. 26, 1,615]		I-08
A Hidden Item	40	60%	Ice Soulstone (M) [Lv. 26, 1,615] / Ice Soulstone (M) [Lv. 26, 1,615] / Ice Soulstone (L) [Lv. 34, 5,985]		I-09

\*7: Only the Guide Path Action is available during Ophilia's Chapter 2, part 2-3 to part 2-4.

\*8: Guide/Allure becomes available after Alfyn's Chapter 3, part 3-3.

\*9: After clearing , all Path Actions become available.

\*10: Guide/Allure become available after clearing .

\*11: All Path Actions aside from Provoke are unavailable during Olberic's Chapter 4, part 4-3.

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NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND RIVERFORD CONT'D (P. 72-73)												
I-10	Meryl	After clearing 33 - 39 cleared.	1	280	Spear, Bow, Darkness	Noxroot [10%]	1	Flurry [bow]	8	100%	1	
I-11	Merchant	After clearing Protagonist's Chapter 1.	6	14,205	Spear, Axe, Lightning	Ice Soulstone (M) [60%]	15	Poison Slash [dagger]	7	25%	30	
I-12	Old Man	After clearing Protagonist's Chapter 1.	3	983	Spear, Axe, Darkness	Inspiring Plum (M) [30%]	5	Panacea	8	60%	10	
I-13	Townsperson	After clearing Protagonist's Chapter 1.	8	26,116	Spear, Dagger, Fire	Yggdrasil Staff [5%]	55	—	—	—	—	
I-14	Guard	After clearing Protagonist's Chapter 1.	3	983	Sword, Staff, Ice	Healing Grape (M) [30%]	5	Flurry [bow]	8	60%	50	
I-15	Guard	After clearing Protagonist's Chapter 1.	10	41,638	Spear, Dagger, Lightning	Revitalizing Jam [30%]	35	Drunken Blade [sword]	4	5%	70	
I-16	Servant	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Wind, Darkness	Herb of Awakening [50%]	10	Lux Congerere [light]	7	30%	20	
I-17	Cervantes	After clearing 37 Pattern A.	3	983	Fire, Lightning, Light	Revitalizing Jam [20%]	5	Stab [spear]	8	60%	10	
I-18	Reggie *1	After Olberic's Chapter 4, part 4-3.	6	15,441	Spear, Bow, Wind	Herb of Valor [60%]	15	Defensive Posture	7	25%	30	
I-19	Passionate Youth	After clearing Ophelia's Chapter 4.	4	2,816	Axe, Staff, Ice	Herb of Valor [40%]	7	Dagger Storm [dagger]	8	35%	15	
I-20	Traveler	After starting Olberic's Chapter 4.	3	983	Sword, Staff, Wind	Inspiring Plum (M) [30%]	5	Head Bash [axe]	8	60%	10	
I-21	Guard	After clearing Protagonist's Chapter 1.	6	15,441	Spear, Dagger, Fire	Healing Grape (M) [80%]	10	Sweeping Slash [sword]	7	30%	20	
I-22	Guard	After clearing Protagonist's Chapter 1.	7	22,374	Sword, Axe, Ice	Rune Bow [8%]	7	Mental Degradation	6	35%	15	
I-23	Harald	After Olberic's Chapter 4, part 4-5 only (until you talk to Harald and select "Yes").	—	—	—	—	—	—	—	—	—	
I-24	Sickly Woman	After clearing 33 - 39 cleared.	—	—	—	—	—	—	—	—	—	
TOWNSPEOPLE AROUND BOLDERFALL (P. 75-76)												
J-01	Enlightened Aristocrat	After clearing Therion's Chapter 1.	3	983	Spear, Wind	Herb of Valor [50%]	5	Mental Augmentation	8	60%	10	
J-02	Stern Guardsman	After clearing Therion's Chapter 1.	5	7,823	Sword, Dagger, Bow	Inspiring Plum [80%]	10	Sweep [sword]	7	30%	20	
J-03	Gentle Graybeard	After clearing Therion's Chapter 1.	3	983	Spear, Axe, Lightning	Inspiring Plum [80%]	5	—	—	—	—	
J-04	Townsperson	From the beginning.	2	605	Sword, Staff, Ice	Herb of Clarity [60%]	3	Fireball [fire]	9	80%	5	
J-05	Egg-seeking Girl	After clearing Therion's Chapter 1-42 cleared.	—	—	—	—	—	—	—	—	—	
J-06	Gentle Madam	52 cleared.	1	280	Spear, Axe, Ice	Healing Grape [80%]	1	Slash [dagger]	9	100%	1	
J-07	Industrious Husband *2	After clearing Therion's Chapter 1.	3	983	Sword, Axe, Fire	Energizing Pomegranate [30%]	5	Thrash [spear]	8	60%	10	
J-08	Citizens Know-it-all	8 started.	4	2,816	Ice, Wind, Darkness	Psychic Staff [12%]	7	—	—	—	—	
J-09	Merchant	Therion's Chapter 1, part 1-1 onward - part 1-2, between part 1-3 and part 1-4, after clearing Therion's Chapter 1.	3	983	Sword, Axe, Ice	Olive of Life [80%]	5	Steel Defenses	8	60%	10	
J-10	Old Man	From the beginning.	1	280	Fire, Wind, Darkness	Herb of Clarity [40%]	25	—	—	—	—	
J-11	Proud Collector	After clearing Tressa's Chapter 4.	3	983	Sword, Bow, Ice	Herb of Valor [60%]	5	Slumber Slash [dagger]	8	60%	10	
J-12	Elderly Woman	From the beginning.	1	280	Sword, Lightning, Light	Healing Grape (M) [10%]	1	Inspiring Plum	9	100%	1	
J-13	Merchant	Therion's Chapter 1, part 1-1 onward to part 1-2, after clearing Therion's Chapter 1.	2	605	Spear, Dagger, Fire	Energizing Pomegranate [60%]	3	Improved Offense	9	80%	5	
J-14	Tiger Cub	After clearing 62 Pattern A.	—	—	—	—	—	—	—	—	—	
J-15	Beastmaster	After clearing Therion's Chapter 1.	3	983	Dagger, Bow, Fire, Ice, Lightning	Inspiring Plum [80%]	5	Thrash [spear]	8	60%	10	
J-16	Townsperson	From the beginning.	3	983	Spear, Bow, Fire	Bronze Armor [16%]	5	Slow Motion	8	60%	10	
J-17	Guard	From the beginning.	6	14,205	Sword, Staff, Wind	Herb of Clamor [80%]	15	Panic Arrow [bow]	7	10%	30	
J-18	Heathcote *3	After clearing Therion's Chapter 4.	6	15,441	Dagger, Bow, Fire, Ice, Lightning	Energizing Pomegranate [60%]	15	Double Spear [sword]	7	25%	30	
J-19	Cordelia	100 cleared.	—	—	—	—	—	—	—	—	—	
J-20	Guard	From the beginning.	7	22,374	Spear, Dagger, Bow	Olive of Life [80%]	20	High Thrust [sword]	6	5%	40	
J-21	Guard	From the beginning.	7	24,320	Sword, Axe, Staff	Healing Grape [80%]	20	Stunning Strike	6	5%	40	
J-22	Guard Captain	From the beginning.	9	35,393	Sword, Spear	Battle-tested Dagger [2%]	30	Guillotine [sword]	5	3%	50	
J-23	Lyblac	After clearing Therion's Chapter 1-43 cleared.	—	—	—	—	—	—	—	—	—	
J-24	Alphas	After clearing Therion's Chapter 1-35 started.	5	3,400	Dagger, Axe, Staff, Fire, Darkness	Enchanted Sword [5%]	25	—	—	—	—	
J-25	Guard	From the beginning.	5	7,823	Spear, Bow	Healing Grape [80%]	10	Blinding Slash [dagger]	7	30%	20	
J-26	Guard	From the beginning.	6	15,441	Sword, Dagger, Axe	Herb of Healing [80%]	15	Sweeping Slash [sword]	7	10%	30	
J-27	Guard Dog	From the beginning.	—	—	—	—	—	—	—	—	—	
J-28	Guard Dog	From the beginning.	—	—	—	—	—	—	—	—	—	
J-29	Guard Dog	From the beginning.	—	—	—	—	—	—	—	—	—	
J-30	Wallace Wildsword	After clearing Olberic's Chapter 4.	4	3,300	Fire, Ice, Lightning, Wind, Light	Healing Grape Bunch [30%]	7	Sweeping Slash [sword]	8	35%	35	
J-31	Pauper Revolutionary	After clearing Therion's Chapter 1.	4	2,816	Sword, Bow, Ice	Healing Grape [80%]	7	Inhibit Offense	8	35%	35	
J-32	Omar	After clearing Tressa's Chapter 4.	7	26,320	Spear, Dagger, Staff, Ice, Light	Thunder Soulstone (L) [30%]	20	Overhead Swing [axe]	6	20%	40	
J-33	Morlock	After clearing Tressa's Chapter 4.	4	2,816	Sword, Spear, Axe, Light	Shadow Soulstone (M) [30%]	7	Lightning Blast [lightning]	8	35%	15	
J-34	Townsperson	From the beginning.	10	16,020	Spear, Bow, Light	Battle-tested Blade [2%]	40	Guillotine [sword]	4	5%	70	
J-35	Pauper	From the beginning.	2	605	Sword, Axe, Darkness	Healing Grape [80%]	3	—	—	—	—	
J-36	Wealthy Merchant	Therion's Chapter 1, part 1-3 to part 1-4 (until the Letter of Introduction is handed over).	—	—	—	—	—	—	—	—	—	

\*1: Provoke, Guide and Allure are unavailable during Olberic's Chapter 4, part 4-3.

\*2: Guide/Allure become available after starting 52.

\*3: Guide/Allure become available after clearing 44.



Townspeople

I-10 to J-37

MAP INDEX

Highlands

Sumlands

Riverlands

Clifflands

Woodlands

Frostlands

Flatlands

Coastlands

Cobblestone

Stonegard

Everhold

Sunshade

Wellspring

Marsalim

Clearbrook

Saintsbridge

Riverford

Bolderfall

Quarrycrest

Orewell

S'warkil

Victors Hollow

Duskbarrow

Flamesgrace

Stillsnow

Northreach

Atlasdam

Noblecourt

Wispersmill








































Rippletide

Goldshore

Grandport

INQUIRE / SCRUTINIZE				PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED			
—	40	60%	Essence of Plum [Lv. 23, 190] / Essence of Pomegranate [Lv. 24, 247]		I-10	
Discount at the Inn	45	40%	Energizing Pomegranate (L) [Lv. 34, 3,192] / Purifying Dust [Lv. 55, 3,040] / Olive Bloom [Lv. 28, 428]		I-11	
A Hidden Item	45	50%	Inspiring Plum (M) [Lv. 28, 855] / Tough Nut (L) [Lv. 51, 5,472] / Mysterious Seed [Lv. 12, 10]		I-12	
—	40	60%	Nourishing Nut (L) [Lv. 51, 5,472] / Tough Nut (L) [Lv. 51, 5,472] / Critical Nut (L) [Lv. 51, 5,472]		I-13	
A Hidden Item	45	50%	Gargantuan Shield [Lv. 58, 22,800]		I-14	
Thieving Tips & Tricks	45	50%	Unseen Saber [Lv. 60, 47,500]		I-15	
—	40	60%	Refreshing Jam [Lv. 41, 14,250]		I-16	
—	40	60%	Rune Hatchet [Lv. 64, 67,200]		I-17	
—	40	60%	Healing Grape (M) [Lv. 26, 247] / Healing Grape (M) [Lv. 26, 247] /Protective Necklace [Lv. 50, 19,000]		I-18	
—	40	60%	Bottle of Poison Dust [Lv. 17, 190] / Mysterious Seed [Lv. 12, 10] / Injurious Dust [Lv. 19, 95]		I-19	
—	—	—	Bottle of Poison Dust [Lv. 17, 190] / Bottle of Blinding Dust [Lv. 17, 190] / Bottle of Befuddling Dust [Lv. 17, 190] / Bottle of Sleeping Dust [Lv. 17, 190]		I-20	
A Hidden Item	45	50%	Healing Grape (M) [Lv. 26, 247] / Wind Soulstone (M) [Lv. 26, 1,615]		I-21	
—	40	60%	Energizing Pomegranate (M) [Lv. 27, 722] / Fire Soulstone (M) [Lv. 26, 1,615]		I-22	
—	40	60%	Adamantine Shield [Lv. 42, 13,680] / Critical Necklace [Lv. 50, 15,200]		I-23	
—	—	—	—		I-24	
Project Plans	8	60%	Enlightening Earring [Lv. 1, 266]		J-01	
—	1	90%	Enlightening Necklace [Lv. 50, 30,000] / Enlightening Earring [Lv. 17, 540]		J-02	
—	5	50%	Inspiring Plum [Lv. 16, 228] / Critical Nut [Lv. 19, 1,000]		J-03	
Thieving Tips & Tricks	5	70%	Energizing Pomegranate [Lv. 1, 285] / Olive of Life [Lv. 1, 475] / Nourishing Nut [Lv. 1, 950]		J-04	
—	1	90%	Olive of Life [Lv. 19, 475] / Tree Nut [Lv. 12, 10]		J-05	
—	1	90%	Healing Grape [Lv. 14, 40] / Energizing Pomegranate [Lv. 15, 240]		J-06	
—	1	90%	Arcane Bow [Lv. 18, 2,660] / Energizing Pomegranate [Lv. 15, 285]		J-07	
History of the Clifflands	5	70%	Inspiring Plum [Lv. 16, 228] / Herb of Awakening [Lv. 15, 29]		J-08	
—	1	90%	Enlightening Earring [Lv. 1, 252]		J-09	
Discount at the Inn	6	60%	Energizing Pomegranate [Lv. 1, 285]		J-10	
—	7	70%	Befuddling Dagger [Lv. 19, 3,800] / Herb of Valor [Lv. 15, 29] / Astonishing Object [Lv. 12, 24,000]		J-11	
A Hidden Item	10	40%	Healing Grape (M) [Lv. 1, 1,040] / Healing Grape (M) [Lv. 1, 1,040] / Inspiring Plum (M) [Lv. 1, 1,350] / Inspiring Plum (M) [Lv. 1, 1,350]		J-12	
—	1	90%	Fire Soulstone [Lv. 1, 180] / Ice Soulstone [Lv. 1, 180] / Wind Soulstone [Lv. 1, 180] / Dark Soulstone [Lv. 1, 180]		J-13	
—	40	60%	—		J-14	
—	5	90%	Inspiring Plum [Lv. 16, 228]		J-15	
New Weapons for Sale	5	60%	Iron Axe [Lv. 1, 1,040] / Iron Spear [Lv. 1, 1,040] / Composite Bow [Lv. 1, 1,040]		J-16	
—	5	80%	Candy [Lv. 1, 10] / Tree Nut [Lv. 1, 10]		J-17	
—	45	30%	Falcon Saber [Lv. 26, 11,400]		J-18	
—	40	60%	Healing Grape Bunch [Lv. 31, 648] / Dark Soulstone (L) [Lv. 34, 5,670] / Silver-filled Pouch [Lv. 36, 14,400]		J-19	
—	6	80%	Inspiring Plum [Lv. 1, 360] / Inspiring Plum (M) [Lv. 1, 1,350]		J-20	
A Hidden Item	6	80%	Healing Grape [Lv. 1, 75] / Healing Grape (M) [Lv. 1, 390]		J-21	
—	10	50%	Wakelul Stone [Lv. 1, 10,800]		J-22	
—	—	—	—		J-23	
—	—	—	Herb of Valor [Lv. 1, — ] / Healing Grape (M) [Lv. 1, — ] / Energizing Pomegranate (L) [Lv. 1, — ]		J-24	
—	1	80%	Herb of Awakening [Lv. 1, 45] / Herb of Awakening [Lv. 1, 45] / Herb of Awakening [Lv. 1, 45]		J-25	
Challenge with Ease	8	60%	Bone [Lv. 1, 3] / Energizing Pomegranate [Lv. 1, 450]		J-26	
A Hidden Item	1	100%	—		J-27	
A Hidden Item	1	100%	—		J-28	
A Hidden Item	1	100%	—		J-29	
—	40	50%	Critical Nut (M) [Lv. 31, 2,280] / Hasty Helm [Lv. 33, 6,840]		J-30	
—	5	60%	Revolutionary Sword [Lv. 1, 560]		J-31	
—	40	50%	Resistant Nut (M) [Lv. 31, 2,280] / Death Cleaver [Lv. 72, 65,000]		J-32	
—	40	50%	Fool's Gold Ore [Lv. 23, 7,600] / Rare Stone [Lv. 28, 5,700] / Knowledge Staff [Lv. 74, 68,000]		J-33	
—	5	60%	Healing Grape (M) [Lv. 1, 247] / Energizing Pomegranate [Lv. 1, 285]		J-34	
—	3	80%	Spear of Justice [Lv. 1, 720]		J-35	
—	—	—	Letter of Introduction [Lv. 1, — ]		J-36	



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE  PROVOKE 				GUIDE  ALLURE 				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND BOLDERFALL CONT'D (P. 75–76)												
 J-38	Veteran Brigand *1	After clearing Therion's Chapter 1.	3	983	Sword, Axe, Fire, Wind	Healing Grape [80%]	5	Poison Slash [dagger]	8	60%	10	
 J-39	Fledgling Bandit	After clearing <b>40</b> Pattern A.	2	605	Spear, Bow, Ice	Sturdy Shield [20%]	3	Head Bash [axe]	9	80%	5	
 J-40	Kit	After clearing Therion's Chapter 1 (as protagonist only)– <b>1</b> cleared.	—	—	—	—	—	—	—	—	—	
TOWNSPEOPLE AROUND QUARRYCREST (P. 79)												
 K-01	Miner	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Axe, Fire	Ice Soulstone (M) [40%]	7	Thrash [spear]	8	35%	15	
 K-02	Migrant Worker	Tressa's Chapter 2, part 2–2 only.	—	—	—	—	—	—	—	—	—	
 K-03	Laborer *2	Tressa's Chapter 2, part 2–3 onward.	4	2,816	Spear, Dagger, Fire	Thunder Soulstone (L) [10%]	15	Healing Grape	8	80%	20	
 K-04	Laborer	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Wind, Darkness	Iron Armor [12%]	7	Dagger Storm [dagger]	8	35%	35	
 K-05	Laborer *2	Tressa's Chapter 2, part 2–3 onward.	7	22,374	Sword, Ice, Light	Wind Soulstone (L) [20%]	20	Inhibit Defense	6	50%	40	
 K-06	The Egg Man	<b>42</b> cleared.	1	280	Sword, Dagger, Ice	Shadow Soulstone (L) [10%]	1	Pommel [staff]	9	100%	1	
 K-07	Laborer	After clearing Protagonist's Chapter 1.	6	15,441	Axe, Bow, Staff	Wind Soulstone (M) [60%]	15	Peerless Strike [spear]	7	25%	50	
 K-08	Laborer	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Ice	Arcane Hatchet [20%]	3	Healing Grape	9	80%	25	
 K-09	Inquisitive Lady	After clearing Protagonist's Chapter 1.	1	280	Spear, Bow, Lightning	Purifying Seed [10%]	1	Sharpen	9	100%	1	
 K-10	Wide-eyed Girl	After clearing <b>69</b> Pattern B.	1	280	Sword, Staff, Lightning	Healing Grape (M) [10%]	1	Slice [sword]	9	100%	1	
 K-11	Laborer	After clearing Protagonist's Chapter 1.	3	983	Sword, Bow, Fire, Wind	Inspiring Plum (M) [30%]	5	Steel Defenses	8	60%	30	
 K-12	Tavern Proprietor	After clearing Protagonist's Chapter 1.	2	605	Sword, Bow, Darkness	Shadow Soulstone (M) [20%]	3	Full Swing [axe]	9	80%	5	
 K-13	Laborer	After clearing Protagonist's Chapter 1.	2	605	Dagger, Axe, Ice, Darkness	Inspiring Plum (M) [30%]	3	Critical Eye	9	80%	25	
 K-14	Laborer *2	Tressa's Chapter 2, part 2–3 onward.	5	7,823	Spear, Bow, Lightning, Darkness	Herb of Light [60%]	12	Mighty Blow [axe]	7	70%	25	
 K-15	Laborer	After clearing Protagonist's Chapter 1.	2	605	Dagger, Axe, Lightning	Healing Grape (M) [20%]	3	Befuddling Balm	9	80%	25	
 K-16	Odette *3	After clearing Primrose and Cyrus's Chapter 4.	5	7,823	Sword, Dagger, Ice	Fire Soulstone (M) [30%]	10	Fire Storm [fire]	7	30%	10	
 K-17	Odette	Cyrus's Chapter 2, part 2–2 to part 2–7.	—	—	—	—	—	—	—	—	—	
 K-18	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Dagger, Axe, Lightning	Ice Soulstone (L) [30%]	5	Improved Offense	8	60%	10	
 K-19	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Bow, Darkness	Herb of Clamor [20%]	3	Cure Poison	9	80%	5	
 K-20	Laborer	After clearing Protagonist's Chapter 1.	5	7,823	Axe, Staff, Light	Thunder Soulstone (M) [50%]	10	Cure Poison	7	30%	20	
 K-21	Elderly Woman	After clearing Protagonist's Chapter 1.	2	605	Dagger, Staff, Ice	Inspiring Plum (M) [20%]	3	Health for All	9	80%	5	
 K-22	Laborer	After clearing Protagonist's Chapter 1.	8	27,303	Sword, Bow, Fire, Wind	Legion Dagger [5%]	20	—	—	—	—	
 K-23	Kaia	<b>42</b> cleared.	—	—	—	—	—	—	—	—	—	
 K-24	Townsperson	Cyrus's Chapter 2, part 2–2 to part 2–4.	—	—	—	—	—	—	—	—	—	
 K-25	Townsperson *4	Cyrus's Chapter 2, part 2–5 (after investigating) onward.	3	983	Sword, Axe, Fire	Energizing Pomegranate [30%]	3	Slash [dagger]	8	60%	10	
 K-26	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Dagger, Light	Soothing Dust [40%]	7	Thrash [spear]	8	35%	15	
 K-27	Gendy	After clearing Protagonist's Chapter 1.	2	605	Ice, Lightning, Darkness	Olive of Life [20%]	3	Fireball [fire]	9	80%	5	
 K-28	Townsperson	Cyrus's Chapter 2, part 2–2 to part 2–4.	—	—	—	—	—	—	—	—	—	
 K-29	Townsperson *4	Cyrus's Chapter 2, part 2–5 (after investigating) onward.	2	605	Spear, Bow, Wind	Ice Soulstone (M) [20%]	3	Slash [dagger]	9	80%	5	
 K-30	Revello	After clearing Primrose and Cyrus's Chapter 4– <b>48</b> started.	—	—	—	—	—	—	—	—	—	
TOWNSPEOPLE AROUND OREWELL (P. 81)												
 L-01	Mysterious Knight *5	After clearing Protagonist's Chapter 1.	3	983	Fire, Lightning, Light	Revitalizing Jam [20%]	5	Stab [spear]	8	60%	10	
 L-02	Enthusiastic Youth	After clearing <b>37</b> Pattern B.	3	983	Sword, Staff, Darkness	Handkerchief [80%]	5	High Thrust [sword]	8	60%	10	
 L-03	Curious Cleric	<b>51</b> started– <b>51</b> cleared.	8	27,303	Sword, Dagger, Bow, Ice, Light	Dragon Egg [100%]	25	—	—	—	—	
 L-04	Struggling Merchant *6	After clearing Protagonist's Chapter 1.	3	983	Sword, Dagger, Light	Bronze Vest [16%]	5	Blinding Dust	8	60%	10	
 L-05	Villager	After clearing Protagonist's Chapter 1.	8	27,303	Sword, Axe, Ice	Soothing Dust [80%]	25	Critical Eye	6	15%	45	
 L-06	Lazy Loafer	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Axe, Fire, Ice	Soothing Dust [50%]	10	Improved Offense	7	30%	20	
 L-07	Patient	Allyn's Chapter 4 started– Allyn's Chapter 4 complete.	—	—	—	—	—	—	—	—	—	
 L-08	Patient	Allyn's Chapter 4 started– Allyn's Chapter 4 complete.	—	—	—	—	—	—	—	—	—	
 L-09	Patient	Allyn's Chapter 4 started– Allyn's Chapter 4 complete.	—	—	—	—	—	—	—	—	—	
 L-10	Patient	Allyn's Chapter 4 started– Allyn's Chapter 4 complete.	—	—	—	—	—	—	—	—	—	
 L-11	Patient	Allyn's Chapter 4 started– Allyn's Chapter 4 complete.	—	—	—	—	—	—	—	—	—	
 L-12	Patient	Allyn's Chapter 4, part 4–3 only.	—	—	—	—	—	—	—	—	—	
 L-13	Old Man	After clearing Protagonist's Chapter 1.	6	13,256	Spear, Bow, Ice	Healing Grape (M) [80%]	15	Fire Storm [fire]	7	25%	30	
 L-14	Elderly Woman	After clearing Protagonist's Chapter 1.	6	13,256	Sword, Dagger, Wind	Inspiring Plum (M) [80%]	15	—	—	—	—	
 L-15	Villager	After clearing Protagonist's Chapter 1.	7	22,374	Spear, Staff, Wind	Inspiring Plum (M) [20%]	3	—	—	—	—	
 L-16	Affable Merchant	After clearing Protagonist's Chapter 1.	2	605	Sword, Dagger, Fire, Light	Injurious Dust [20%]	3	Slow Motion	9	80%	5	
 L-17	Miserable Mother *7	After clearing Protagonist's Chapter 1.	1	280	Spear, Axe, Darkness	Feathered Hat [60%]	1	—	—	—	—	
 L-18	Villager	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Bow, Lightning	Healing Grape (M) [30%]	5	Shatter and Smash [axe]	7	60%	10	
 L-19	Kaia	After clearing <b>47</b> – <b>51</b> cleared.	—	—	—	—	—	—	—	—	—	

\*1: Guide/Allure become available after starting **40**.

\*2: Challenge/Provoke and Guide/Allure becomes available after clearing Tressa's Chapter 2.

\*3: Guide/Allure become available after clearing **48**.

\*4: Inquire is unavailable until clearing Cyrus's Chapter 2.



INQUIRE / SCRUTINIZE				PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED			
—	1	90%	Iron Dagger [Lv. 14, 760] / Sprightly Earring [Lv. 17, 266]		J-38	
—	5	60%	Stringing Dagger [Lv. 16, 1,330]		J-39	
—	—	—	—		J-40	
—	15	60%	Hand Axe [Lv. 13, 114] / Iron Helm [Lv. 18, 941]		K-01	
—	—	—	Nondescript Stone [ —, 500]		K-02	
—	15	60%	Nondescript Stone [ —, 500] / Fire Soulstone (M) [Lv. 26, 1,615] / Light Soulstone (M) [Lv. 26, 1,615]		K-03	
—	15	60%	Fool's Gold Ore [Lv. 23, 7,600] / Wind Soulstone (L) [Lv. 34, 5,985] / Silent Bandana [Lv. 46, 14,820]		K-04	
—	15	60%	Nondescript Stone [ —, 500] / Fool's Gold Ore [Lv. 23, 7600] / Rare Stone [Lv. 28, 5,700]		K-05	
—	25	40%	Dark Soulstone (L) [Lv. 34, 5,985] / Pole Mace [Lv. 28, 11,400]		K-06	
A Hidden Item	20	50%	Mysterious Ore [Lv. 12, 27] / Wind Soulstone (M) [Lv. 26, 1,615] / Wind Soulstone (L) [Lv. 34, 5,985]		K-07	
—	15	60%	Dubious Gold Ore [Lv. 14, 1,425] / Light Soulstone (M) [Lv. 26, 1,615] / Light Soulstone (L) [Lv. 34, 5,985]		K-08	
—	15	60%	Crescent Dagger [Lv. 30, 11,400]		K-09	
—	5	90%	Soothing Seed [Lv. 13, 5] / Crescent Dagger [Lv. 30, 11,400]		K-10	
Discount at the Inn	20	50%	Empty Coin Pouch [Lv. 12, 29]		K-11	
—	20	60%	Mysterious Ore [Lv. 12, 27]		K-12	
A Hidden Item	25	40%	Fish Tooth [Lv. 12, 10] / Fire Soulstone (L) [Lv. 34, 5,985] / Ice Soulstone (L) [Lv. 34, 5,985]		K-13	
—	15	60%	Nondescript Stone [ —, 500] / Dark Soulstone (M) [Lv. 26, 1,615] / Mysterious Ore [Lv. 12, 27]		K-14	
A Hidden Item	15	60%	Injurious Dust [Lv. 19, 95] / Ruinous Seed [Lv. 51, 2,470] / Curious Bloom [Lv. 29, 475]		K-15	
Why She Doesn't Visit Geoffrey	45	20%	Fire Soulstone (M) [Lv. 26, 1,360] / Sprightly Ring [Lv. 26, 1,760] / Pole Mace [Lv. 28, 9,600]		K-16	
Where the Incidents Happened	—	100%	—		K-17	
New Weapons for Sale	30	80%	Silver-filled Pouch [Lv. 36, 15,200] / Protective Ring [Lv. 26, 2,850] / Critical Bracelet [Lv. 36, 5,510]		K-18	
Undeniable Allure	25	40%	Revitalizing Jam [Lv. 41, 16,500] / Fortifying Nut (M) [Lv. 31, 2,640]		K-19	
A Hidden Item	30	80%	Dubious Gold Ore [Lv. 14, 1,425] / Thunder Soulstone (M) [Lv. 26, 1,615] / Thunder Soulstone (L) [Lv. 34, 5,985]		K-20	
A Hidden Item	20	40%	Forbidden Spear [ —, 69,000]		K-21	
—	15	60%	Fool's Gold Ore [Lv. 23, — ] / Fool's Gold Ore [Lv. 23, — ]		K-22	
—	20	60%	Olive of Life [Lv. 19, 475] / Tree Nut [Lv. 12, 10] / Dubious Gold Ore [Lv. 14, 1,425] / Olive of Life (M) [Lv. 30, 2,850]		K-23	
The Sewers	—	100%	—		K-24	
—	1	100%	Viking Axe [Lv. 30, 15,200] / Sturdy Helm [Lv. 22, 1,596]		K-25	
Smarter Bartering	20	40%	Heavy Axe [Lv. 21, 6,000] / Iron Helm [Lv. 18, 792]		K-26	
—	15	70%	Gendy's Footcloth [Lv. 51, 3,040]		K-27	
Witness Testimony	—	100%	—		K-28	
—	1	100%	Pseudo Gold [Lv. 12, 38] / Pseudo Gold [Lv. 12, 38] / Pseudo Gold [Lv. 12, 38]		K-29	
—	—	—	—		K-30	
—	40	60%	Rune Hatchet [Lv. 64, 67,200]		L-01	
—	8	90%	Curious Bloom [Lv. 29, 475]		L-02	
—	40	60%	Soothing Dust [Lv. 19, 95] / Injurious Seed [Lv. 13, 5]		L-03	
—	40	60%	Olive of Life (L) [Lv. 41, 19,000] / Empty Coin Pouch [Lv. 12, 29]		L-04	
Discount at the Inn	45	50%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum (M) [Lv. 28, 855] / Energizing Pomegranate (M) [Lv. 27, 722]		L-05	
A Hidden Item	40	60%	Noxroot [Lv. 13, 5] / Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5]		L-06	
—	1	—	—		L-07	
—	1	—	—		L-08	
—	1	—	—		L-09	
—	1	—	—		L-10	
—	1	—	—		L-11	
Ogen's Mutterings	1	—	—		L-12	
A Hidden Item	45	5%	Invigorating Nut (M) [Lv. 31, 2,280] / Fortifying Nut (M) [Lv. 31, 2,280] / Resistant Nut (M) [Lv. 31, 2,280]		L-13	
—	40	60%	Olive of Life (L) [Lv. 41, 19,000] / Thunder Soulstone (M) [Lv. 26, 1,615] / Thunder Soulstone (L) [Lv. 26, 1,615]		L-14	
A Hidden Item	45	50%	Fire Soulstone (L) [Lv. 34, 5,985] / Fire Amulet [Lv. 30, 6,080]		L-15	
Dragon of the Clifflands	45	50%	Glass Marble [Lv. 12, 10] / Large Feather [Lv. 15, 380] / Rare Stone [Lv. 28, 5,700]		L-16	
A Hidden Item	45	50%	Essence of Grape [Lv. 16, 38] / Essence of Plum [Lv. 23, 190]		L-17	
—	40	60%	Olive Bloom [Lv. 28, 428] / Olive Bloom [Lv. 28, 428] / Olive Bloom [Lv. 28, 428]		L-18	
—	40	60%	Olive of Life [Lv. 19, 475] / Tree Nut [Lv. 12, 10] / Dubious Gold Ore [Lv. 14, 1,425] / Olive of Life (M) [Lv. 30, 2,850] / Ruinous Dust [Lv. 55, 3,040]		L-19	

\*5: Name changes to Cervantes after clearing [37](#) Pattern B, and Guide/Allure become available.  
\*6: Name changes to Mobile Merchant after clearing [50](#) .  
\*7: Name changes to Proud Mother after clearing [49](#) , Items Dropped changes to Soothing Seed [40%].

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NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND OREWELL CONT'D (P. 81)												
L-20	Oblivious Townsperson	After clearing Protagonist's Chapter 1.	3	983	Spear, Axe, Lightning	Injurious Seed [30%]	5	Poison Slash [dagger]	8	60%	10	
L-21	Villager	After clearing Protagonist's Chapter 1.	7	24,320	Spear, Dagger, Fire	Injurious Seed [70%]	20	Blinding Dust	6	20%	40	
TOWNSPEOPLE AROUND S'WARKII (P. 83-84)												
M-01	Villager	From the beginning.	1	280	Sword, Spear, Axe, Staff, Darkness	Healing Grape [80%]	1	Luminescence [light]	9	100%	1	
M-02	Lord Ciaran's Herald	Only during H'aanit's Chapter 1, part 1-3.	1	280	Sword, Spear, Bow, Light	Healing Grape [80%]	1	—	—	—	—	
M-03	Village Headman *1	From the beginning.	1	280	Sword, Spear, Axe, Bow, Fire	Healing Grape (M) [60%]	1	Poison Slash [dagger]	9	100%	1	
M-04	Villager	From the beginning.	1	280	Sword, Spear, Axe, Lightning, Wind	Noxroot [60%]	25	—	—	—	—	
M-05	Boy	From the beginning.	—	—	—	—	—	—	—	—	—	
M-06	Bernhard the Beasthunter	After clearing Olberic's Chapter 4.	4	3,000	Dagger, Staff, Fire, Lightning	Wind Soulstone (M) [30%]	7	Flurry [bow]	8	35%	15	
M-07	Fledgling Hunter	After clearing H'aanit's Chapter 1-53 cleared.	1	280	Sword, Bow	Olive of Life [60%]	1	Pointed Shot [bow]	9	100%	1	
M-08	Aspiring Merchant	After clearing 53. Pattern A.	1	280	Sword, Staff, Light	Olive of Life [60%]	1	Befuddling Balm	9	100%	1	
M-09	Aspiring Hunter	After clearing 53. Pattern B	2	605	Dagger, Axe, Fire	Olive of Life [60%]	3	Flurry [bow]	9	100%	1	
M-10	Ashlan	After clearing H'aanit's Chapter 1-54 cleared.	3	983	Sword, Dagger, Fire	Black Cap [16%]	5	Blinding Arrow [bow]	8	60%	10	
M-11	Fledgling Hunter *1	From the beginning.	1	280	Sword, Spear, Dagger, Axe, Wind	Herb of Light [50%]	—	Head Bash [axe]	9	100%	1	
M-12	Old Storyteller	After clearing H'aanit's Chapter 1.	10	36,641	Sword, Dagger, Wind, Darkness	Battle-tested Bow [2%]	40	—	—	—	—	
M-13	Hunter	From the beginning.	1	280	Sword, Spear, Fire, Ice, Light	Inspiring Plum (M) [60%]	1	Panic Arrow [bow]	9	100%	1	
M-14	Z'aanta	After clearing H'aanit's Chapter 4.	9	38,560	Dagger, Staff, Ice, Darkness	Revitalizing Jam [20%]	70	Flurry [bow]	5	10%	50	
M-15	Gentle Madam	After clearing H'aanit's Chapter 1.	1	280	Spear, Axe, Ice	Healing Grape [80%]	1	Slash [dagger]	9	100%	1	
M-16	Highbrow Historian	After clearing H'aanit's Chapter 1.	2	605	Spear, Bow, Wind	Olive of Life (L) [20%]	3	—	—	—	—	
M-17	Scholar of Beasts	After clearing H'aanit's Chapter 1.	2	605	Sword, Dagger, Fire	Healing Grape [80%]	3	—	—	—	—	
M-18	Fledgling Hunter *1	From the beginning.	1	280	Sword, Spear, Axe, Ice	Healing Grape [80%]	—	Head Bash [axe]	9	100%	1	
M-19	Hunter	From the beginning.	1	280	Sword, Spear, Axe, Bow, Lightning	Healing Grape [80%]	—	Pointed Shot [bow]	9	100%	1	
M-20	Roving Naturalist	After clearing H'aanit's Chapter 1.	2	605	Spear, Bow, Fire, Darkness	Mace [20%]	3	Lightning Bolt [lightning]	9	80%	5	
M-21	Nomadic Hunter	After clearing H'aanit's Chapter 1.	1	280	Sword, Dagger, Staff, Lightning, Darkness	Healing Grape [80%]	1	Poison	9	100%	1	
M-22	Kit	After clearing H'aanit's Chapter 1 (as protagonist only)-1 cleared.	—	—	—	—	—	—	—	—	—	
M-23	Alphas	55 started-55 cleared.	8	30,000	Dagger, Axe, Staff, Fire, Darkness	Enchanted Sword [5%]	25	—	—	—	—	
M-24	Impresario	Clear Chapter 4 for all characters, or 36 cleared.	—	—	—	—	—	—	—	—	—	
TOWNSPEOPLE AROUND VICTORS HOLLOW (P. 86-87)												
N-01	Archibald the Crusher	Olberic's Chapter 2, part 2-7 to part 2-8.	—	—	—	—	—	—	—	—	—	
N-02	Joshua Frostblade	Olberic's Chapter 2, part 2-5 to part 2-6.	—	—	—	—	—	—	—	—	—	
N-03	Gustav	Olberic's Chapter 2, part 2-9 to part 2-10.	—	—	—	—	—	—	—	—	—	
N-04	Arena Attendant	After clearing Protagonist's Chapter 1.	7	22,374	Sword, Fire	Elemental Hat [8%]	20	Slice [sword]	6	20%	50	
N-05	Monster Hunter	54 cleared.	6	15,441	Spear, Fire, Lightning	Inspiring Plum (M) [80%]	15	Demon Blade [sword]	7	25%	30	
N-06	Gambler *2	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Light, Darkness	Inspiring Plum (M) [80%]	7	Healing Grape (M)	8	35%	15	
N-07	Ashlan	After clearing 54 - 59 cleared.	3	983	Sword, Dagger, Fire	Ice Soulstone (L) [5%]	5	Blinding Arrow [bow]	8	60%	10	
N-08	Old Man	After clearing Protagonist's Chapter 1.	5 (4)	7,823	Sword, Dagger, Bow, Lightning	Healing Grape (M) [80%]	10	Blinding Dust	8	70%	15	
N-09	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Spear, Dagger	Candy [80%]	3	Pummel [staff]	9	90%	3	
N-10	Spectator	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Bow, Ice	Piercing Dagger [12%]	7	Dagger Storm [dagger]	8	80%	5	
N-11	Spectator	After clearing Protagonist's Chapter 1.	7	24,320	Spear, Staff, Fire	Adamantine Hatchet [8%]	20	Befuddling Balm	6	50%	3	
N-12	Spectator	After clearing Protagonist's Chapter 1.	3	983	Sword, Bow, Fire, Light	Energizing Pomegranate [30%]	5	Blinding Slash [dagger]	8	85%	5	
N-13	Spectator	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Staff, Ice, Wind	Inspiring Plum (M) [80%]	7	Exploit Weakness [spear]	8	80%	10	
N-14	Spectator	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Lightning, Light, Darkness	Olive of Life [80%]	7	Healing Grape	8	80%	10	
N-15	Victorino, the Buccaneer's Bane	After Olberic's Chapter 2, part 2-3 only.	—	—	—	—	—	—	—	—	—	
N-16	Cecily	After clearing Olberic's Chapter 4.	3	983	Sword, Dagger, Staff, Fire	Energizing Pomegranate [30%]	5	Steel Defenses	8	85%	5	
N-17	Ned	After clearing Olberic's Chapter 4.	6	18,441	Spear, Dagger, Ice, Wind, Light	Healing Grape Bunch [30%]	15	Cleave in Two [axe]	7	25%	30	
N-18	Estada	After clearing Protagonist's Chapter 1.	3	983	Spear, Bow, Fire, Ice	Refreshing Jam [30%]	5	Slice [sword]	8	60%	10	
N-19	Spectator	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Ice, Wind	Healing Grape (M) [80%]	10	Head Bash [axe]	7	70%	15	
N-20	Merchant	Tressa's Chapter 3, part 3-2 to part 3-3.	—	—	—	—	—	—	—	—	—	
N-21	Mon d'Or	After clearing Protagonist's Chapter 1.	8	29,677	Sword, Ice, Wind	Energizing Pomegranate (L) [80%]	25	Hyal Hyal Hyal [spear]	6	15%	45	
N-22	Barker	After clearing Protagonist's Chapter 1.	6	14,205	Fire, Wind, Darkness	Energizing Pomegranate [60%]	5	—	—	—	—	
N-23	Gossipy Townsperson	After clearing Protagonist's Chapter 1.	3	983	Spear, Staff, Ice, Wind	Inspiring Plum (M) [60%]	5	Critical Eye	8	60%	10	
N-24	Merchant	After clearing Protagonist's Chapter 1.	6	15,441	Spear, Lightning	Starlight Hat [8%]	15	High Thrust [sword]	7	60%	20	
N-25	Contemptuous Warrior	Olberic's Chapter 2, part 2-1 to part 2-2.	6	4,821	Spear, Bow, Wind, Darkness	Grand Armor [8%]	1	—	—	—	—	
N-26	Laconic Father *3	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Bow, Staff, Fire, Light	Healing Grape (M) [80%]	10	Head Bash [axe]	7	30%	10	
N-27	Antique Dealer	Tressa's Chapter 3, part 3-3 onward	3	983	Sword, Dagger, Ice	Healing Grape (M) [30%]	5	Steel Defenses	8	85%	5	

\*1: Guide/Allure becomes available after H'aanit's Chapter 1, part 1-1.

\*2 Name changes to Successful Gambler after clearing 56 , Dropped Items change to Olive of Life [Lv. 19, 475] / Olive of Life (M) [Lv. 30, 2,850] / Olive of Life (L) [Lv. 41, 19,000].

\*3: Guide/Allure become available after clearing 57 .



INQUIRE / SCRUTINIZE				PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED			
A Hidden Item	45	50%	Enlightening Necklace [Lv. 50, 15,200]		L-20	
More Plentiful Provisions	50	40%	Healing Grape Bunch [Lv. 31, 684] / Inspiring Plum Basket [Lv. 36, 2,052] / Revitalizing Jam [Lv. 41, 14,250]		L-21	
Provoke like a Pro	8	50%	Headgear [Lv. 19, 896]		M-01	
A Hidden Item	5	70%	Healing Grape [Lv. 14, 40]		M-02	
A Hidden Item	8	70%	Healing Grape (M) [Lv. 26, 208] / Arcane Bow [Lv. 18, 2,520]		M-03	
Discount at the Inn	5	70%	Empty Coin Pouch [Lv. 12, 24]		M-04	
—	1	90%	Enlightening Earring [Lv. 17, 224]		M-05	
—	40	50%	Confessional Armor [Lv. 60, 38,400]		M-06	
A Hidden Item	1	90%	Olive of Life [Lv. 19, 400] / Olive Bloom [Lv. 28, 360]		M-07	
A Hidden Item	1	90%	Olive of Life [Lv. 19, 400] / Olive Bloom [Lv. 28, 360]		M-08	
A Hidden Item	1	90%	Olive of Life [Lv. 19, 400] / Olive Bloom [Lv. 28, 360]		M-09	
—	1	90%	Stimulating Earring [Lv. 17, 288]		M-10	
—	1	90%	Inspiring Plum [Lv. 16, 192] / Inspiring Plum (M) [Lv. 28, 720] / Sprightly Earring [Lv. 17, 224]		M-11	
Tale of the Beast Tamers	1	90%	Healing Grape (M) [Lv. 26, 208] / Critical Earring [Lv. 17, 224]		M-12	
More Plentiful Provisions	12	30%	Arcane Hatchet [Lv. 15, 1,440] / Injurious Seed [Lv. 13, 4] / Injurious Seed [Lv. 13, 4]		M-13	
—	40	50%	Battle-tested Bow [ — , 84,000] / Rare Stone [Lv. 28, 4,800]		M-14	
—	1	90%	Healing Grape [Lv. 14, 40] / Energizing Pomegranate [Lv. 15, 240]		M-15	
Byron Family Lineage	5	80%	Olive of Life (L) [Lv. 41, 19,000]		M-16	
How to Train a Tiger	10	70%	Inspiring Plum [Lv. 16, 192] / Energizing Pomegranate [Lv. 15, 240]		M-17	
—	1	90%	Healing Grape [Lv. 14, 40] / Olive of Life [Lv. 19, 400]		M-18	
A Hidden Item	10	50%	Healing Grape [Lv. 14, 40] / Essence of Grape [Lv. 16, 32] / Battle Axe [Lv. 16, 1,600]		M-19	
Where the Giant Boar Roams	1	90%	Soothing Seed [Lv. 13, 5] / Soothing Dust [Lv. 19, 95]		M-20	
—	1	90%	Giant Tusk [Lv. 1, 960] / Wind Attire [Lv. 16, 1,200]		M-21	
—	—	—	—		M-22	
Alpha's Poem	1	100%	Herb of Valor [Lv. 1, — ] / Healing Grape (M) [Lv. 1, — ] / Energizing Pomegranate (L) [Lv. 1, — ]		M-23	
—	1	100%	Olive of Life [Lv. 1, — ] / Glass Marble [Lv. 1, — ] / Oasis Hat [Lv. 1, — ]		M-24	
Archibald's Weak Points	24	50%	Silver Axe [Lv. 34, 19,000]		N-01	
Joshua's Weak Points	22	60%	Enlightening Bracelet [Lv. 38, 4,930]		N-02	
Gustav's Weak Points	26	40%	Gustav's Shield [Lv. 48, 19,200] / Silver-filled Pouch [Lv. 36, 14,400] / Sprightly Bracelet [Lv. 38, 5,220]		N-03	
A Hidden Item	20	50%	Sprightly Ring [Lv. 26, 2,090] / Light Nut (M) [Lv. 31, 2,280] / Slippery Nut (M) [Lv. 31, 2,280]		N-04	
—	30	30%	Snakesbane [Lv. 37, 15,200]		N-05	
—	20	60%	Olive of Life [Lv. 19, 475] / Olive of Life (M) [Lv. 30, 2,850] / Olive of Life (L) [Lv. 41, 19,000]		N-06	
—	20	60%	Stimulating Earring [Lv. 17, 342] / Bottle of Poison Dust [Lv. 17, 190] / Ice Soulstone (L) [Lv. 34, 5,985]		N-07	
A Hidden Item	22	60%	Candy [Lv. 12, 10] / Candy [Lv. 12, 10] / Candy [Lv. 12, 10] / Candy [Lv. 12, 10] / Candy [Lv. 12, 10]		N-08	
—	20	60%	Soothing Seed [Lv. 13, 5] / Soothing Dust [Lv. 19, 100] / Purifying Seed [Lv. 51, 2,600] / Purifying Dust [Lv. 55, 3,200] / Ruinous Dust [Lv. 55, 3,200]		N-09	
A Hidden Item	24	40%	Stinging Dagger [Lv. 16, 1,330] / Falcon Dagger [Lv. 21, 6,850] / Silver Dagger [Lv. 25, 8,550]		N-10	
Discount at the Inn	18	60%	Addlewort [Lv. 13, 5] / Injurious Dust [Lv. 19, 95] / Injurious Dust [Lv. 19, 95]		N-11	
A Hidden Item	20	60%	Golden Hairpiece [Lv. 30, 5,700] / Magus Knife [Lv. 41, 25,650]		N-12	
—	15	70%	Fur Cap [Lv. 45, 13,680] / Victor's Spear [Lv. 53, 39,900]		N-13	
—	18	70%	Shadow Bow [Lv. 35, 20,425]		N-14	
—	20	80%	—		N-15	
—	40	50%	Blazon of Protection [Lv. 31, 4,200]		N-16	
—	40	50%	Tough Nut (M) [Lv. 31, 2,280] / Crystal Vest [Lv. 73, 52,440] / Battle-tested Axe [Lv. 78, 87,600]		N-17	
Estad's Condition	25	70%	Divine Blade [Lv. 44, 28,500]		N-18	
Challenge with Ease	22	50%	Bear Cleaver [Lv. 42, 29,450]		N-19	
—	—	—	Edbart's Shield [ — , 8,000] / Spiked Shield [ — , 8,640] / Plate Shield [ — , 2,808] / Elemental Shield [ — , 7,020]		N-20	
Mon d'Or's Condition	20	60%	Imperial Lance [Lv. 46, 32,300]		N-21	
—	22	40%	Tomahawk Bow [Lv. 34, 19,000] / Sorcerer's Robe [Lv. 23, 3,458]		N-22	
—	15	60%	Bottle of Blinding Dust [Lv. 17, 190] / Dark Soulstone (M) [Lv. 26, 1,615] / Dark Soulstone (M) [Lv. 26, 1,615]		N-23	
A Hidden Item	24	40%	Robe of the Flame [Lv. 69, 47,880] / Inferno Amulet [Lv. 46, 12,825]		N-24	
—	20	100%	—		N-25	
—	15	60%	Herb of Valor [Lv. 15, 29] / Stimulating Ring [Lv. 26, 2,850]		N-26	
Smarter Bartering	20	50%	—		N-27	

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NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE  PROVOKE			GUIDE  ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.
TOWNSPEOPLE AROUND VICTORS HOLLOW CONT'D (PAGES 86-87)											
N-28	Alaic	After clearing H'aanit's Chapter 4.	6	10,820	Sword, Spear, Dagger, Staff, Darkness	Healing Grape (M) [80%]	15	Panic Slash [dagger]	7	25%	30
N-29	Haggard Merchant	After clearing H'aanit's Chapter 4.	3	983	Sword, Dagger, Fire	Inspiring Plum (M) [40%]	5	Peerless Strike [spear]	8	60%	10
N-30	Prideful Warrior	Oiberic's Chapter 2, part 2-1 to part 2-2	6	4,821	Sword, Dagger, Fire, Lightning	Exotic Garb [8%]	1	—	—	—	—
N-31	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Sword, Wind, Darkness	Healing Grape (M) [60%]	5	Inhibit Defense (All)	8	85%	5
N-32	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger	Inspiring Plum (M) [60%]	5	Head Bash [axe]	8	85%	5
N-33	Energetic Boy	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
N-34	Orphanage Matron	After clearing Protagonist's Chapter 1.	6	14,205	Sword, Dagger, Darkness	Healing Grape [80%]	1	—	—	—	—
N-35	Wide-eyed Girl	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
N-36	Doting Aunt	After clearing Protagonist's Chapter 1.	2	605	Spear, Dagger, Fire, Ice	Healing Grape (M) [40%]	3	Flurry [bow]	9	80%	5
N-37	Slarry-eyed Boy	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
N-38	Amnesiac	After clearing Protagonist's Chapter 1-92 cleared.	7	24,320	Sword, Dagger, Lightning	Olive of Life (M) [80%]	20	Improved Offense	6	20%	40
N-39	Listless Gladiator *1	After clearing Protagonist's Chapter 1-58 cleared.	9	35,393	Fire, Ice, Wind, Darkness	Olive of Life [80%]	30	Shatter and Smash [axe]	5	10%	50
N-40	Flower Girl	76 started- 76 cleared.	2	605	Axe, Lightning	Inspiring Plum (M) [20%]	3	Bouquet Toss	9	80%	5
N-41	Restless Woman	After clearing Protagonist's Chapter 1-32 cleared.	2	605	Sword, Dagger, Staff, Ice	Essence of Pomegranate [20%]	3	Healing Grape	9	80%	5
N-42	Ellie	After clearing Protagonist's Chapter 1-57 cleared.	2	—	—	—	—	Encourage	9	80%	5
N-43	Bandit Leader	60 started- 60 cleared.	—	—	—	—	—	—	—	—	—
N-44	Makk	Tressa's Chapter 3, part 3-1 to part 3-5.	5	7,823	Bow, Staff, Fire	Curious Bloom [30%]	10	—	—	—	—
N-45	Mikk	Tressa's Chapter 3, part 3-1 to part 3-5.	5	7,823	Spear, Axe, Lightning, Wind	Ruinous Dust [30%]	10	—	—	—	—
N-46	Captain Leon	Tressa's Chapter 3, part 3-1 to part 3-5.	—	—	—	—	—	—	—	—	—
TOWNSPEOPLE AROUND DUSKBARROW (PAGES 88-89)											
O-01	Grave Robber	After clearing Protagonist's Chapter 1-61 cleared.	7	24,320	Spear, Axe, Staff, Fire, Lightning	Inspiring Plum Basket [70%]	20	—	—	—	—
O-02	Ashlan's Father	63 cleared.	4	2,816	Spear, Bow, Darkness	Healing Grape Bunch [40%]	7	Full Swing [axe]	8	35%	15
O-03	Ashlan	59 cleared.	3	983	Sword, Dagger, Fire	Healing Grape [80%]	5	Blinding Arrow [bow]	8	60%	10
O-04	Crest-Bearing Swindler	After clearing Protagonist's Chapter 1-82 cleared.	6	15,441	Sword, Staff, Light	Mercenary Crest [100%]	15	Crush and Grind [axe]	7	25%	50
O-05	Elderly Woman	After clearing Protagonist's Chapter 1.	6	13,256	Sword, Axe, Ice, Lightning	Healing Grape (M) [80%]	15	Ignis Ardere [fire]	7	25%	30
O-06	Villager	After clearing Protagonist's Chapter 1.	9	35,393	Spear, Staff, Fire	Viper Dagger [5%]	60	—	—	—	—
O-07	Tiger Cub *2	After clearing Protagonist's Chapter 1-62 Pattern A cleared.	—	—	—	—	—	—	—	—	—
O-08	Animal-loving Child	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
O-09	Fearful Mother	After clearing Protagonist's Chapter 1.	3	983	Sword, Bow, Darkness	Ruinous Dust [20%]	5	Sweeping Slash [sword]	8	60%	10
O-10	Village Elder	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Dagger, Wind	Inspiring Plum (M) [80%]	20	Inhibit Defense (All)	6	20%	40
O-11	Woodlands Know-it-all	8 started.	6	13,256	Sword, Staff, Lightning	Curious Bloom [60%]	15	—	—	—	—
O-12	Smirking Townsperson	After clearing Tressa's Chapter 4.	3	983	Sword, Dagger, Ice	Inspiring Plum (M) [60%]	5	Improved Offense	8	60%	10
O-13	Obliging Merchant	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Lightning	Healing Grape (M) [80%]	3	Slice [sword]	9	80%	5
O-14	Mural	Cyrus's Chapter 4, part 4-8 only.	—	—	—	—	—	—	—	—	—
O-15	From the Far Reaches of Hell	Cyrus's Chapter 4, part 4-7 only.	—	—	—	—	—	—	—	—	—
O-16	Vision of Abyssia	Cyrus's Chapter 4, part 4-6 only.	—	—	—	—	—	—	—	—	—
O-17	Trial of the Twelve, Volume VII	Cyrus's Chapter 4, part 4-5 only.	—	—	—	—	—	—	—	—	—
O-18	Manipulated Father	63 started.	—	—	—	—	—	—	—	—	—
TOWNSPEOPLE AROUND FLAMESGRACE (PAGE 90-91)											
P-01	Cleric	From the beginning.	4	2,816	Spear, Axe, Darkness	Energizing Pomegranate (M) [80%]	7	Mental Augmentation	8	35%	15
P-02	Former Knight Ardante	After clearing Ophilia's Chapter 1.	6	15,441	Sword, Staff, Darkness	Hedgehog Spear [8%]	15	—	—	—	—
P-03	Lianna *3	Ophilia's Chapter 4, part 4-6 to Ophilia's Chapter 4 cleared; after clearing H'aanit and Ophilia's Chapter 4 - 67 started.	3	983	Spear, Dagger, Darkness	Energizing Pomegranate (M) [50%]	5	Restore Health	8	60%	10
P-04	Boy *4	Ophilia's Chapter 1, part 1-2 to part 1-3, after clearing Ophilia's Chapter 4.	—	—	—	—	—	—	—	—	1
P-05	Mother	After clearing Ophilia's Chapter 4.	1	280	Sword, Bow, Wind	Energizing Pomegranate [50%]	1	Inhibit Defense (All)	9	100%	1
P-06	Cleric	From the beginning.	1	280	Spear, Axe, Lightning, Darkness	Inspiring Plum [70%]	1	Prayer	9	100%	1
P-07	Cleric	From the beginning.	1	280	Sword, Dagger, Wind, Darkness	Herb of Light [50%]	1	Blizzard [ice]	9	100%	1
P-08	Knight Ardante	From the beginning.	5	7,823	Spear, Staff, Fire	Snowy Cape [10%]	10	Blinding Arrow [bow]	7	30%	20
P-09	Townsperson	From the beginning.	1	280	Spear, Axe, Darkness	Energizing Pomegranate [50%]	1	Sweeping Slash [sword]	9	100%	1

\*1: Name changes to Resilient Gladiator after clearing 58 , and Guide/Allure become available.

\*2: Name changes to Tiger after clearing 62 .

\*3: All Path Actions aside from Guide are unavailable from Ophilia's Chapter 4, part 4-6 until Chapter 4 is cleared.

\*4: All Path Actions aside from Guide are unavailable from Ophilia's Chapter 1, part 1-2 until part 1-3.







NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND FLAMESGRACE CONT'D (PAGE 90-91)												
P-10	Accused Man	After clearing Ophilia's Chapter 1— 64 Pattern B cleared.	3	983	Spear, Bow, Light	Befuddling Dagger [16%]	5	—	—	—		
P-11	Townsperson	From the beginning.	1	280	Sword, Dagger, Ice	Herb of Clarity [50%]	1	Restore Health	9	100%	1	
P-12	Muttering Codger *1	After clearing Ophilia's Chapter 1.	10	41,638	Spear, Bow, Lightning	Battle-tested Shield [2%]	40	Crush and Grind [axe]	4	5%	70	
P-13	Anxious Townswoman	After clearing Ophilia's Chapter 1.	1	280	Sword, Staff, Wind	Healing Grape [80%]	1	Slumber Slash [dagger]	9	100%	21	
P-14	Drunken Soldier	After clearing Ophilia's Chapter 1.	5	7,823	Spear, Dagger, Fire	Wind Soulstone (L) [40%]	10	Noisome Breath	7	30%	20	
P-15	Diligent Student *1	After clearing Ophilia's Chapter 1.	1	280	Sword, Axe, Ice	Inspiring Plum [80%]	1	Blizzard [ice]	9	100%	1	
P-16	Tavern Patron	From the beginning.	1	280	Sword, Staff, Wind	Healing Grape [80%]	1	Summon Wind [wind]	9	100%	1	
P-17	Cleric	From the beginning.	1	280	Spear, Axe, Light	Inspiring Plum [70%]	1	Steel Defenses	9	100%	1	
P-18	Sellsword	From the beginning.	4	2,816	Sword, Darkness	Inspiring Plum (M) [80%]	7	—	—	—		
P-19	Townsperson	From the beginning.	1	280	Sword, Staff, Light	Herb of Clarity [14%]	15	—	—	—		
P-20	Townsperson	From the beginning.	1	280	Sword, Dagger, Fire	Inspiring Plum [70%]	1	Flurry [bow]	9	100%	1	
P-21	Miles *2	After clearing Ophilia's Chapter 1— 66 cleared, after 75 cleared.	4	2,816	Spear, Bow, Light	Healing Grape (M) [80%]	7	Improved Offense	8	35%	15	
P-22	Merchant	From the beginning.	1	280	Spear, Staff, Fire	Bottle of Sleeping Dust [30%]	1	Sleepweed	9	100%	1	
P-23	Witness *3	After clearing Ophilia's Chapter 1.	1	280	Sword, Axe, Darkness	Herb of Clamor [50%]	1	Healing Grape	9	100%	1	
P-24	Knight Ardante	From the beginning.	3	983	Spear, Axe, Ice	Healing Grape (M) [80%]	5	Sweep [sword]	8	60%	10	
P-25	Townsperson	From the beginning.	1	280	Sword, Bow, Lightning	Olive of Life [50%]	1	Wisdom of the Church	9	100%	1	
P-26	Shivering Townsperson	After clearing Ophilia's Chapter 1.	1	280	Sword, Axe, Staff	Peacebringer's Garb [60%]	1	Panic Arrow [bow]	9	100%	1	
P-27	Knight Ardante	After Ophilia's Chapter 1, part 1-4.	—	—	—	—	—	Sweep [sword]	9	—	1	
P-28	Knight Ardante	After Ophilia's Chapter 1, part 1-4.	—	—	—	—	—	Prayer	9	—	1	
P-29	Kit	After clearing Ophilia's Chapter 1 (as protagonist only)— 1 cleared.	—	—	—	—	—	—	—	—		
TOWNSPEOPLE AROUND STILLSNOW (PAGE 93-94)												
Q-01	Villager	After clearing Protagonist's Chapter 1.	1	280	Sword, Bow, Light	Purifying Seed [10%]	1	Stab [spear]	9	100%	1	
Q-02	Alaic	60 cleared.	6	10,820	Sword, Spear, Dagger, Staff, Darkness	Healing Grape (M) [80%]	15	Panic Slash [dagger]	7	25%	30	
Q-03	Susanna Grotloff	60 cleared.	—	—	—	—	—	—	—	—		
Q-04	Alaic	H'aanit's Chapter 3, part 3-2 to part 3-3.	6	10,820	Sword, Spear, Dagger, Staff, Darkness	Refreshing Jam [60%]	—	—	—	—		
Q-05	Cleric	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Wind	Healing Grape (M) [30%]	3	Prayer	9	80%	5	
Q-06	Frostlands Know-it-all	8 started.	4	2,816	Sword, Axe, Light	Fire Soulstone (M) [40%]	7	—	—	—		
Q-07	Frostlands Farmer	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Darkness	Soothing Dust [20%]	3	Exploit Weakness [spear]	9	80%	5	
Q-08	Villager	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Bow, Light	Spirit Sword [12%]	40	—	—	—		
Q-09	Villager	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Wind	Addlewort [20%]	3	Flurry [bow]	9	80%	5	
Q-10	Boy	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—		
Q-11	Girl	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—		
Q-12	Arianna	After clearing Primrose and H'aanit's Chapter 4.	1	280	Sword, Dagger, Fire	Ice Soulstone (M) [10%]	1	Slash [dagger]	9	100%	1	
Q-13	Moneylender *4	After clearing Protagonist's Chapter 1— 69 Pattern A cleared.	4	2,816	Spear, Axe, Ice	Protective Bracelet [12%]	7	Speed Enhancement	8	35%	15	
Q-14	Ingenious Inventor	After clearing Protagonist's Chapter 1.	1	280	Sword, Dagger, Lightning	Ruinous Seed [10%]	1	Fireball [fire]	9	100%	21	
Q-15	Pathetic Father *5	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Fire	Wind Soulstone (M) [20%]	3	Dagger Storm [dagger]	9	80%	25	
Q-16	Tavern Keeper *6	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	100%	—	
Q-17	Pensive Girl *7	After clearing Protagonist's Chapter 1.	1	280	Sword, Staff, Lightning	Healing Grape (M) [10%]	1	Slash [dagger]	9	100%	1	
Q-18	Veteran Mercenary	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Staff, Wind	Addlewort [50%]	10	Peerless Strike [spear]	7	30%	20	
Q-19	Villager	After clearing Protagonist's Chapter 1.	3	983	Sword, Staff, Darkness	Olive of Life [30%]	5	Slow Motion	8	60%	10	
Q-20	Carefree Man	70 cleared.	3	983	Sword, Dagger, Ice	Light Soulstone (M) [30%]	5	Mental Augmentation	8	60%	10	
Q-21	Oren	After clearing 71 - 72 cleared.	3	983	Sword, Dagger, Lightning	Fire Soulstone (M) [30%]	5	Speed Enhancement	8	60%	10	
Q-22	Miles	After clearing 66 - 70 cleared.	4	2,816	Spear, Bow, Light	Healing Grape (M) [80%]	7	Improved Offense	8	35%	15	
Q-23	Dancer	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Ice	Fire Soulstone (M) [20%]	3	Poison Slash [dagger]	9	80%	5	
Q-24	Old Man	After clearing Protagonist's Chapter 1.	6	13,256	Spear, Axe, Darkness	Sturdy Quartz Rod [8%]	15	Fire Storm [fire]	7	25%	30	
Q-25	Wanderer *8	71 started.	2	605	Axe, Bow, Light	Ice Soulstone (L) [10%]	3	Blinding Dust	9	80%	5	
TOWNSPEOPLE AROUND NORTHBREACH (PAGE 95-96)												
R-01	Thief	Theron's Chapter 4, part 4-5 only.	—	—	—	—	—	—	—	—		
R-02	Refined Merchant	70 cleared.	3	983	Sword, Axe, Ice	Inspiring Plum (M) [60%]	5	Thrash [spear]	8	60%	10	
R-03	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Ice	Olive of Life (L) [30%]	7	Fire Storm [fire]	8	35%	15	
R-04	Townsperson	After clearing Protagonist's Chapter 1.	8	26,116	Spear, Dagger, Darkness	Wizard Rod [5%]	25	—	—	—		
R-05	Ogen	After clearing Alfyn's Chapter 4— 76 started.	6	13,256	Spear, Axe, Darkness	Herb of Healing [60%]	15	Concoct Panacea	7	25%	30	

\*1: Guide/Allure become available after clearing 65.

\*3: Guide/Allure become available after clearing 64.

\*2: After clearing 75, Inquire Possibility Lv. becomes level 40, Scrutinize success rate increases to 60%, and Angel Saber is added to Items Dropped.

\*4: Guide/Allure become available after clearing 69 Pattern A.

\*5: Name changes to Reformed Father after clearing 69 Pattern A, and Guide/Allure become available.



## Villager

P-10 to R-05

## MAP INDEX

Highlands

Sunlands

Riverlands

Clifflands

Woodlands

Frostlands

Flatlands

Coastlands

Cobbleston

Stonegard

Everhold

Sunshade

Wellspring

Marsalim

Clearbrook

Saintsbridge

Riverford

Bolderfall

Quarrycrest

Orewell

S'warkii

Victors Hollow

Duskbarrow

Flamesgrace

Stillsnow

Northreach

Attsdram

Noblecourt

Wispermill

Rippletide

Goldshore

Grandport

	INQUIRE / SCRUTINIZE		PURCHASE / STEAL		NO.
	AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED	
	—	1	90%	Healing Grape (M) [Lv. 26, 250]	P-10
	Discount at the Inn	10	80%	Traditional Dancer Garb [Lv. 16, 1,290] / Circlet [Lv. 18, 1,000]	P-11
	Where the Ice Giant Sleeps	1	90%	Inspiring Plum Basket [Lv. 36, 2,060] / Refreshing Jam [Lv. 41, 14,250]	P-12
	—	1	90%	Healing Grape [Lv. 14, 48] / Inspiring Plum [Lv. 16, 230]	P-13
	—	1	90%	Dungeon Key [Lv. 1, — ] / Scrap of Rope [Lv. 12, 10]	P-14
	—	1	90%	Fire Soulstone [Lv. 16, 190] / Fire Soulstone (M) [Lv. 26, 1,620]	P-15
	—	1	90%	Healing Grape [Lv. 14, 48] / Sprightly Earring [Lv. 17, 270]	P-16
	Guide with Ease	10	50%	Inspiring Plum [Lv. 16, 220]	P-17
	—	1	90%	Silver Sword [Lv. 19, 5,320] / Headgear [Lv. 19, 1070] / Iron Vest [Lv. 20, 2,170]	P-18
	A Hidden Item	12	50%	Sleepweed [Lv. 13, 5] / Herb of Awakening [Lv. 15, 29] / Bottle of Sleeping Dust [Lv. 17, 200]	P-19
	A Hidden Item	1	90%	Inspiring Plum [Lv. 16, 230] / Healing Grape [Lv. 14, 48]	P-20
	—	1	90%	Healing Grape (M) [Lv. 26, 250] / Angel Saber [Lv. 47, 30,400]	P-21
	—	1	90%	Old Coin [Lv. 18, 3,600] / Peacebringer's Garb [Lv. 19, 2,630]	P-22
	An Eyewitness Account	1	90%	Herb of Clamor [Lv. 15, 29] / Composite Staff [Lv. 18, 2,280]	P-23
	A Hidden Item	10	60%	Ice Soulstone [Lv. 16, 190] / Ice Soulstone (M) [Lv. 26, 1,620]	P-24
	A Hidden Item	10	60%	Bottle of Blinding Dust [Lv. 17, 190] / Bottle of Befuddling Dust [Lv. 17, 190]	P-25
	—	1	90%	Olive of Life [Lv. 19, 480] / Herb of Clamor [Lv. 15, 29]	P-26
	—	—	—	—	P-27
	—	—	—	—	P-28
	—	—	—	—	P-29
	Provoke like a Pro	15	80%	Satisfactory Coal [Lv. 24, 551]	Q-01
	—	40	30%	Legion Dagger [Lv. 64, 44,000]	Q-02
	—	15	70%	Injurious Seed [Lv. 13, 5] / Noxroot [Lv. 13, 5] / Olive Bloom [Lv. 28, 428]	Q-03
	—	—	—	—	Q-04
	—	15	70%	Sprightly Ring [Lv. 26, 2,090] / Jaguar Lance [Lv. 33, 17,100]	Q-05
	History of the Frostlands	5	70%	Swordbreaker [Lv. 26, 9,025] / Fire Soulstone (M) [Lv. 26, 1,615]	Q-06
	A Hidden Item	15	70%	Sprightly Bracelet [Lv. 38, 5,510] / Beetroot [Lv. 12, 504]	Q-07
	—	15	70%	Horned Helm [Lv. 35, 7,980] / Spiked Armor [Lv. 27, 5,187] / Spiked Shield [Lv. 33, 9,120]	Q-08
	More Plentiful Provisions	20	40%	Adequate Flax [Lv. 24, 608]	Q-09
	A Hidden Item	20	50%	Healing Grape (M) [Lv. 14, 48] / Inspiring Plum [Lv. 16, 228]	Q-10
	A Hidden Item	20	50%	Ice Soulstone [Lv. 16, 190] / Ice Soulstone (M) [Lv. 26, 1,615]	Q-11
	—	15	70%	Addlewort [Lv. 13, 5] / Sleepweed [Lv. 13, 5] / Empowering Bracelet [Lv. 38, 6,175]	Q-12
	A Hidden Item	10	70%	Dark Soulstone (M) [Lv. 26, 1,615] / Injurious Dust [Lv. 19, 95] / Bottle of Poison Dust [Lv. 17, 190]	Q-13
	—	15	60%	Empowering Ring [Lv. 26, 2,850] / Injurious Dust [Lv. 19, 95]	Q-14
	—	5	80%	Wind Soulstone (M) [Lv. 26, 1,615] / Critical Bracelet [Lv. 38, 5,510]	Q-15
	—	—	—	—	Q-16
	—	5	90%	Soothing Seed [Lv. 13, 5] / Crescent Dagger [Lv. 30, 11,400]	Q-17
	Dragon of the Frostlands	20	60%	Silver Dagger [Lv. 25, 8,550]	Q-18
	A Hidden Item	18	50%	Portable Pot [Lv. 24, 675] / Fire Soulstone [Lv. 16, 190] / Fire Soulstone (M) [Lv. 26, 1,615]	Q-19
	—	8	80%	Light Soulstone (M) [Lv. 26, 1,615] / Healing Grape (M) [Lv. 26, 247] / Elemental Shield [Lv. 30, 7,410]	Q-20
	—	15	70%	Heavy Blade [Lv. 27, 11,400] / Plate Shield [Lv. 22, 2,964]	Q-21
	—	5	90%	Healing Grape (M) [Lv. 26, 250]	Q-22
	Discount at the Inn	15	70%	Forbidden Dagger [ — , 72,000]	Q-23
	Undeniable Allure	15	60%	Bishop's Hat [Lv. 30, 5,928] / Unerring Earring [Lv. 17, 266]	Q-24
	A Hidden Item	20	40%	Ice Soulstone (L) [Lv. 34, 5,985] / Horned Helm [Lv. 35, 7,980] / Resistant Nut (M) [Lv. 31, 2,280]	Q-25
	—	40	100%	Brigand's Garb [Lv. 51, — ] / Olive of Life (M) [Lv. 30, — ]	R-01
	—	40	60%	Memorial Sword [Lv. 72, 25,650] / Inspiring Plum (M) [Lv. 28, 855]	R-02
	Thieving Tips & Tricks	45	40%	Refreshing Jam [Lv. 41, 13,500] / Essence of Grape [Lv. 16, 36] / Essence of Plum [Lv. 23, 180]	R-03
	A Hidden Item	45	40%	Purifying Seed [Lv. 51, 2,600] / Olive Bloom [Lv. 28, 450] / Refreshing Jam [Lv. 41, 15,000]	R-04
	—	40	60%	Injurious Seed [Lv. 13, 5] / Injurious Dust [Lv. 19, 95] / Ruinous Seed [Lv. 51, 2,470] / Ruinous Dust [Lv. 55, 3,040]	R-05

\*6: Allure becomes available from Primrose's chapter 2, part 2-4 to part 2-5.

\*7: Name changes to Wide-eyed Girl after clearing Pattern A, and Guide/Allure become available.

\*8: Information "A Hidden Item" becomes unavailable after clearing , Inquire Possibility Lv. becomes level 1, and Scrutinize success rate increases to 100%.



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND NORTHEARCH CONT'D (PAGE 95-96)												
R-06	Traveling Author *1	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Darkness	Inspiring Plum Basket [20%]	3	Brush Toss [dagger]	9	80%	5	
R-07	Tavern Patron	After clearing Protagonist's Chapter 1.	6	14,205	Sword, Bow, Light	Inspiring Plum (M) [80%]	15	Poison Slash [dagger]	7	25%	50	
R-08	Tavern Patron	After clearing Protagonist's Chapter 1.	7	24,320	Spear, Staff, Darkness	Gargantuan Axe [8%]	7	Offense Down	6	35%	35	
R-09	Brigand Leader	Therion's Chapter 4, part 4-5 only.	—	—	—	—	—	—	—	—	—	
R-10	Townsperson	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Axe, Fire	Energizing Pomegranate (M) [80%]	50	—	—	—	—	
R-11	Impoverished Man	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Wind	Herb of Clamor [20%]	3	Head Bash [axe]	9	80%	5	
R-12	Traveler	After starting Therion's Chapter 4.	4	2,816	Sword, Axe, Lightning	Silver Vest [12%]	7	Steel Defenses	8	35%	15	
R-13	Miles	After clearing 70 - 75 cleared.	4	2,816	Spear, Bow, Light	Healing Grape (M) [80%]	7	Improved Offense	8	35%	15	
R-14	Loyal Mercenary	75 cleared.	6	15,441	Spear, Dagger, Wind	Healing Grape (M) [80%]	15	Defensive Posture	7	25%	30	
R-15	Byron the Noble *2	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Axe, Lightning	Inspiring Plum (M) [80%]	7	Mental Augmentation	8	35%	15	
R-16	Joshua Frostblade	After clearing Olberic's Chapter 4.	5	9,000	Axe, Staff, Fire, Light	Inspiring Plum (M) [30%]	10	Rhapsody of Love [sword]	7	30%	20	
R-17	Angela *3	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Light	Energizing Pomegranate (M) [20%]	3	Slice [sword]	9	80%	5	
R-18	Guard	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Dagger, Wind	Imperial Helm [8%]	20	Improved Offense	6	20%	40	
R-19	Erudite Graybeard	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Dagger, Wind	Energizing Pomegranate (M) [80%]	10	Mental Degradation	7	30%	20	
R-20	Ogen	76 started.	6	13,256	Spear, Axe, Darkness	Herb of Healing [60%]	15	Concoct Panacea	7	25%	30	
TOWNSPEOPLE AROUND ATLASDAM (PAGES 97-99)												
S-01	Guard	From the beginning.	7	22,374	Sword, Axe, Darkness	Trinity Sword [8%]	20	Physical Boost	6	8%	40	
S-02	Guard	From the beginning.	8	29,677	Sword, Staff, Light	Shadow Soulstone (L) [70%]	25	Peerless Strike [spear]	6	5%	45	
S-03	Artist's Brother	After clearing 79. Pattern B.	—	—	—	—	—	—	—	—	—	
S-04	Landscape Artist	After clearing 79. Pattern B.	2	605	Sword, Axe, Fire, Lightning	Healing Grape Bunch [10%]	3	Brush Toss [dagger]	9	80%	5	
S-05	Art Lover *4	After clearing Cyrus's Chapter 1.	4	2,816	Spear, Dagger, Ice	Inspiring Plum (M) [40%]	7	Fire Storm [fire]	8	35%	15	
S-06	Guard	From the beginning.	7	24,320	Sword, Staff, Wind	Fire Soulstone (L) [50%]	20	Defensive Posture	6	8%	40	
S-07	Boy	From the beginning.	—	—	—	—	—	—	—	—	—	
S-08	Guard	From the beginning.	5	7,823	Spear, Staff, Light	Fire Soulstone (M) [50%]	10	Sweeping Slash [sword]	7	30%	20	
S-09	Handsome Minstrel *5	After clearing Cyrus's Chapter 1.	3	983	Spear, Dagger, Ice	Coin Pouch [10%]	5	Slash [dagger]	8	60%	10	
S-10	Know-it-all Milo *6	After clearing Cyrus's Chapter 1-50. Pattern B cleared.	5	7,823	Sword, Axe, Bow	Essence of Grape [80%]	10	Sleepweed	7	30%	20	
S-11	Elderly Woman	From the beginning.	3	983	Spear, Dagger, Lightning	Shadow Soulstone (M) [50%]	5	Fire Storm [fire]	8	60%	10	
S-12	Merchant	Cyrus's Chapter 1, part 1-7 onward.	2	605	Sword, Axe, Wind	Inspiring Plum [70%]	3	Slash [dagger]	9	80%	5	
S-13	Guard *7	From the beginning.	5	7,823	Sword, Staff, Fire	Wind Soulstone (M) [50%]	10	Blinding Arrow [bow]	7	30%	—	
S-14	Guard	Cyrus's Chapter 1, part 1-3 only.	5	7,823	Sword, Staff, Fire	Wind Soulstone (M) [50%]	10	Blinding Arrow [bow]	7	30%	—	
S-15	Enthusiastic Youth	After clearing Cyrus's Chapter 1-37. Pattern B cleared.	3	983	Sword, Staff, Darkness	Handkerchief [80%]	5	High Thrust [sword]	8	60%	10	
S-16	Guard	From the beginning.	6	14,205	Sword, Bow, Wind	Spirit Bow [8%]	15	Pointed Shot [bow]	7	10%	30	
S-17	Shifty Moneylender	After clearing 80 - 88 cleared.	4	2,816	Sword, Staff, Lightning	Enchanted Axe [12%]	7	Extort	8	35%	15	
S-18	Chemist	From the beginning.	2	605	Sword, Bow, Ice, Wind	Healing Grape [80%]	3	Mental Augmentation	9	80%	5	
S-19	Tavern Patron	From the beginning.	10	41,638	Sword, Dagger, Ice	Battle-tested Axe [2%]	40	Peerless Strike [spear]	4	5%	70	
S-20	Tavern Patron	From the beginning.	4	2,816	Spear, Axe, Fire	Chakra Band [12%]	7	Bedazzling Dust	8	35%	35	
S-21	Crest-Bearing Drunk	After clearing Cyrus's Chapter 1-82 cleared.	6	15,441	Sword, Axe, Bow	Mercenary Crest [100%]	15	Poison	7	25%	30	
S-22	Obstinate Merchant	After clearing Cyrus's Chapter 1.	4	2,816	Sword, Axe, Bow	Noxroot [80%]	7	Physical Boost	8	35%	15	
S-23	Townsperson	From the beginning.	2	605	Spear, Bow, Darkness	Empty Coin Pouch [80%]	3	Healing Grape (M)	9	80%	5	
S-24	Guard	From the beginning.	4	2,816	Sword, Axe, Light	Inspiring Plum (M) [50%]	7	Defensive Posture	9	35%	15	
S-25	Dan	After clearing Cyrus's Chapter 1.	3	983	Sword, Axe, Fire	Essence of Grape [50%]	5	Dagger Storm [dagger]	8	60%	10	
S-26	Slender Farmer	After clearing 87. Pattern B.	2	605	Spear, Staff	Thunder Soulstone [50%]	3	Exploit Weakness [spear]	9	80%	5	
S-27	Boy	From the beginning.	—	—	—	—	—	—	—	—	—	
S-28	Girl	From the beginning.	—	—	—	—	—	—	—	—	—	
S-29	Youth's Mother	After clearing Cyrus's Chapter 1.	2	605	Sword, Staff, Light	Thunder Soulstone [50%]	3	Full Swing [axe]	9	80%	5	
S-30	Capable Culinarian	After clearing Cyrus's Chapter 1.	4	2,816	Spear, Bow, Ice	Fire Soulstone (M) [50%]	7	Flambe [fire]	8	35%	15	
S-31	Spirited Girl	After clearing Cyrus's Chapter 1.	—	—	—	—	—	—	—	—	—	
S-32	Erstwhile Retainer	After clearing Cyrus's Chapter 1.	2	605	Spear, Staff	Feather Duster [30%]	3	Inspiring Plum	9	80%	5	
S-33	Calm Woman	After clearing Cyrus's Chapter 1.	2	605	Sword, Axe, Fire, Lightning	Ice Soulstone [50%]	3	Flurry [bow]	9	80%	5	
S-34	Shifty Moneylender	After clearing Cyrus's Chapter 1-80 cleared.	4	2,816	Sword, Staff, Lightning	Enchanted Axe [12%]	7	Extort	8	35%	15	
S-35	Theracio	After clearing Cyrus's Chapter 1-80 cleared.	3	983	Spear, Bow, Darkness	Inspiring Plum (M) [30%]	5	Wisdom of the Church	8	60%	10	
S-36	Astute Official *8	88 started.	2	605	Spear, Staff	Noxroot [50%]	3	Dagger Storm [dagger]	9	80%	5	

\*1: Guide/Allure become available after clearing 73.

\*2: Name changes to Byron the Commoner after clearing 74. Pattern B.

\*3: Information disappears after clearing Olberic's Chapter 4, and Adamantine Hat is added to Items Dropped.



Villager

R-06 to S-36

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Stillsnow

Northreach

Atlasdam

Noblecourt

Wispermill

Rippletide

Goldshore

Grandport

	INQUIRE / SCRUTINIZE		PURCHASE / STEAL		NO.
	AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED	
	—	40	60%	Sprightly Necklace [Lv. 50, 15,200]	R-06
A Hidden Item	45	40%	Fortifying Nut (L) [Lv. 51, 8,640] / Energizing Pomegranate (L) [Lv. 34, 5,040] / Olive of Life (L) [Lv. 41, 30,000]	R-07	
—	40	60%	Enlightening Necklace [Lv. 50, 30,000] / Platinum Shield [Lv. 45, 45,000]	R-08	
—	40	100%	Brigand Leader's Garb [Lv. 56, — ] / Energizing Pomegranate (L) [Lv. 34, — ]	R-09	
A Hidden Item	45	40%	Energizing Pomegranate (M) [Lv. 27, 722] / Energizing Pomegranate (M) [Lv. 27, 722] / Empty Coin Pouch [Lv. 12, 29]	R-10	
A Hidden Item	45	50%	Resistant Nut (L) [Lv. 51, 1,728] / Fool's Gold Ore [Lv. 23, 2,400] / Curious Antique [Lv. 52, 5,700]	R-11	
A Hidden Item	45	40%	—	R-12	
—	40	60%	Healing Grape (M) [Lv. 26, 247] / Angel Saber [Lv. 47, 30,400]	R-13	
—	40	60%	Healing Grape (M) [Lv. 26, 247]	R-14	
—	40	60%	Inspiring Plum (M) [Lv. 28, 855] / Healing Grape (M) [Lv. 26, 247]	R-15	
—	40	50%	Enlightening Bracelet [Lv. 42, 4,930] / Force Shield [Lv. 71, 24,480] / Dragon Saber [Lv. 73, 49,300]	R-16	
Discount at the Inn	45	40%	Joshua's Poem [Lv. 56, — ] / Ice Amulet [Lv. 30, 6,080] / Resistant Nut (L) [Lv. 51, 5,472] Snowy Cape [Lv. 23, 3,458]	R-17	
New Weapons for Sale	50	30%	Empowering Necklace [Lv. 50, 19,000] / Refreshing Jam [Lv. 41, 14,250] / Olive of Life (M) [Lv. 30, 2,850]	R-18	
—	40	60%	Healing Grape (M) [Lv. 26, 247] / Energizing Pomegranate (M) [Lv. 27, 722]	R-19	
—	40	60%	Injurious Seed [Lv. 13, 5] / Injurious Dust [Lv. 19, 95] / Ruinous Seed [Lv. 51, 2,470] / Ruinous Dust [Lv. 55, 3,040]	R-20	
A Hidden Item	10	100%	Inspiring Plum [Lv. 16, 264] / Healing Grape [Lv. 14, 55]	S-01	
A Hidden Item	10	100%	Thunder Soulstone [Lv. 16, 220] / Dark Soulstone [Lv. 16, 220]	S-02	
—	25	50%	Candy [Lv. 12, 10] / Tree Nut [Lv. 12, 10]	S-03	
—	25	50%	Olive of Life (M) [Lv. 30, 2,850] / Essence of Plum [Lv. 23, 190] / Final Masterpiece [Lv. 42, 1,520]	S-04	
—	1	90%	Inspiring Plum (M) [Lv. 28, 855]	S-05	
A Hidden Item	1	100%	Stimulating Earring [Lv. 17, 396]	S-06	
A Hidden Item	5	100%	Elusive Shield [Lv. 36, 2,520] / Silver Spear [Lv. 34, 3,920] / Stone Bow [Lv. 31, 1,120] / Composite Staff [Lv. 33, 1,680]	S-07	
A Hidden Item	10	100%	Large Feather [Lv. 15, 440] / Small Cup [Lv. 17, 440] / Coin Pouch [Lv. 17, 1,100]	S-08	
Song of Sokrath	12	60%	Light Soulstone [Lv. 16, 190]	S-09	
The Jellypeno	10	90%	Soothing Seed [Lv. 13, 5] / Soothing Dust [Lv. 19, 95]	S-10	
A Hidden Item	10	100%	Shadow Soulstone [Lv. 16, 190] / Olive of Life [Lv. 19, 475]	S-11	
A Hidden Item	1	100%	Silver Hairpiece [Lv. 17, 855] / Feathered Hat [Lv. 15, 627] / Linen Robe [Lv. 13, 912]	S-12	
—	—	100%	Thunder Soulstone [Lv. 16, 220] / Light Soulstone [Lv. 16, 220]	S-13	
The Guard's Situation	—	100%	Thunder Soulstone [Lv. 16, 220] / Light Soulstone [Lv. 16, 220]	S-14	
—	8	90%	Curious Bloom [Lv. 29, 475]	S-15	
A Hidden Item	10	100%	Empowering Earring [Lv. 17, 396]	S-16	
—	1	90%	Essence of Grape [Lv.16, 48]	S-17	
Guide with Ease	1	100%	Soothing Seed [Lv. 13, 4] / Soothing Dust [Lv. 19, 80] / Essence of Grape [Lv. 16, 32] / Essence of Plum [Lv. 23, 160]	S-18	
A Hidden Item	1	100%	Iron Armor [Lv. 21, 2,565] / Olive of Life [Lv. 19, 475] / Iron Axe [Lv. 14, 760]	S-19	
A Hidden Item	10	100%	Emperor Crab [Lv. 1, 190]	S-20	
—	10	80%	Thunder Soulstone [Lv. 16, 190] / Critical Earring [Lv. 17, 266]	S-21	
—	10	90%	Buckler [Lv. 12, 38] / Pointed Hat [Lv. 14, 513] / Bronze Vest [Lv. 14, 1,026]	S-22	
Discount at the Inn	10	100%	Ambrosial Milk [Lv. 1, 70]	S-23	
New Weapons for Sale	10	100%	Sprightly Earring [Lv. 17, 308]	S-24	
—	10	80%	Wind Soulstone [Lv. 16, 190] / Wind Soulstone (M) [Lv. 26, 1,615]	S-25	
—	40	60%	Refreshing Jam [Lv. 41, 14,250] / Light Nut (L) [Lv. 51, 5,472] / Fire Soulstone (L) [Lv. 34, 5,985]	S-26	
Smarter Bartering	1	100%	Roc Egg [Lv. 12, 29]	S-27	
A Hidden Item	5	100%	Healing Grape [Lv. 14, 48] / Inspiring Plum [Lv. 16, 228] / Odds and Ends [Lv. 19, 1,330] / Large Feather [Lv. 15, 380]	S-28	
—	8	90%	Dark Soulstone [Lv. 16, 190] / Dark Soulstone (M) [Lv. 26, 1,615]	S-29	
—	1	90%	Flying Helm [Lv. 21, 1,330] / Fire Soulstone [Lv. 16, 190]	S-30	
—	1	100%	Olive Bloom [Lv. 28, 428]	S-31	
—	5	80%	House Landar Records [Lv. 1, 6,080]	S-32	
—	5	80%	Ice Soulstone [Lv. 16, 190]	S-33	
—	1	90%	Essence of Grape [Lv.16, 48]	S-34	
—	1	90%	Inspiring Plum [Lv. 16, 228]	S-35	
—	1	90%	Ice Soulstone [Lv. 16, 190] / Essence of Plum [Lv. 23, 190]	S-36	

\*4: Guide/Allure become available after clearing 79 .

\*5: Guide/Allure become available after clearing 10 Pattern B.

\*6: Guide/Allure become available after clearing 50 Pattern B.

\*7: Guide/Allure become available after starting Cyrus's Chapter 1.

\*8: Allure success rate becomes 90%, Guide Possibility Lv. changes to level 1, and Scrutinize success rate becomes 100% after clearing 29 .



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE			
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.
TOWNSPEOPLE AROUND ATLASDAM CONT'D (PAGES 97-99)											
S-37	Russell	Cyrus's Chapter 1, part 1-3 to part 1-6.	—	—	—	—	—	—	—	—	—
S-38	Mercedes	Cyrus's Chapter 1, part 1-3 to part 1-6.	—	—	—	—	—	—	—	—	—
S-39	Mercedes *1	From the beginning-  cleared.	3	983	Sword, Dagger, Axe, Darkness	Essence of Grape [50%]	5	Mental Augmentation	8	60%	10
S-40	Passionate Reader	After clearing Cyrus's Chapter 1.	2	605	Sword, Axe, Fire	Healing Grape Bunch [10%]	3	Torne Tempest	9	80%	5
S-41	Headmaster Yvon *2	After starting Cyrus's Chapter 1-Cyrus's Chapter 1 cleared.	—	—	—	—	—	—	—	—	—
S-42	Paul	cleared.	5	7,823	Sword, Bow, Wind	Noxroot [80%]	10	Lightning Storm [lightning]	7	30%	20
S-43	Therese	After clearing Cyrus's Chapter 4.	—	—	—	—	—	—	—	—	—
S-44	Gustav	After clearing Oiberic's Chapter 4.	7	26,320	Spear, Axe, Bow, Fire, Darkness	Physical Belt [10%]	20	Cross Strike [sword]	6	20%	40
S-45	Kit	After clearing Cyrus's Chapter 1 (as protagonist only)-  cleared.	—	—	—	—	—	—	—	—	—
S-46	Princess Mary	cleared	—	—	—	—	—	—	—	—	—
TOWNSPEOPLE AROUND NOBLECOURT (PAGES 100-101)											
T-01	Impresario	After clearing  to  cleared.	—	—	—	—	—	—	—	—	—
T-02	Awkward Boy *3	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger, Fire	Inspiring Plum [80%]	5	Dagger Storm [dagger]	8	60%	10
T-03	Gatekeeper	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Dagger, Lightning	Healing Grape (M) [80%]	15	Improved Offense	7	25%	30
T-04	Gatekeeper	After clearing Protagonist's Chapter 1.	6	15,441	Spear, Axe, Wind	Elemental Light Armor [8%]	15	Steel Defenses	7	25%	30
T-05	Fashionable Traveler	After clearing Protagonist's Chapter 1.	3	983	Sword, Spear, Light	Refreshing Jam [30%]	5	—	—	—	—
T-06	Merchant	Therion's Chapter 2, part 2-9 to part 2-10.	—	—	—	—	—	—	—	—	—
T-07	Old Man	After clearing Therion's Chapter 2.	1	280	Sword, Staff, Fire	Healing Grape (M) [10%]	1	Mighty Blow [staff]	9	100%	1
T-08	Kit	After clearing  -  cleared.	—	—	—	—	—	—	—	—	—
T-09	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Spear, Axe, Wind	Healing Grape (M) [60%]	5	Pointed Shot [bow]	8	60%	10
T-10	Leon Bastralle *4	started.	5	7,823	Axe, Bow, Lightning	Herb of Clamor [50%]	1	Speed Enhancement	7	30%	20
T-11	Townsperson	After clearing Therion's Chapter 2.	3	983	Spear, Staff, Darkness	Energizing Pomegranate [30%]	5	Dagger Storm [dagger]	8	60%	10
T-12	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Ice	Herb of Awakening [40%]	7	Cure Blindness	8	35%	15
T-13	Boy	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—
T-14	Sunlands Merchant	Therion's Chapter 2, part 2-4 to part 2-6.	—	—	—	—	—	—	—	—	—
T-15	Affable Antiquarian	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Wind	Herb of Clamor [30%]	3	Cure Silence	9	80%	5
T-16	Elderly Woman	After clearing Protagonist's Chapter 1.	6	13,256	Spear, Dagger, Fire	War Hammer [8%]	15	—	—	—	—
T-17	Townsperson	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Axe, Ice	Scourge Lance [8%]	20	Peerless Strike [spear]	6	20%	40
T-18	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Staff, Light	Herb of Awakening [40%]	30	—	—	—	—
T-19	Accomplished Graybeard	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Bow, Ice	Herb of Clamor [50%]	10	Poison	7	30%	20
T-20	Braham *5	Therion's Chapter 2, part 2-3 to Therion's Chapter 2 cleared, after clearing Therion and Tressa's Chapter 4.	6	13,256	Spear, Staff, Ice	Refreshing Jam [60%]	15	Tonitrus Canere [lightning]	7	25%	30
T-21	Orlick *6	After clearing Therion and Tressa's Chapter 4.	6	13,256	Sword, Dagger, Fire	Refreshing Jam [60%]	1	Ignis Ardere [fire]	7	25%	30
T-22	Mikk *6	started.	5	7,823	Spear, Axe, Lightning	Ruinous Dust [50%]	1	Physical Boost	7	30%	20
T-23	Makk *6	started.	5	7,823	Bow, Staff, Fire, Wind	Curious Bloom [50%]	1	Physical Degradation	7	30%	20
T-24	Junk Collector	cleared.	2	605	Sword, Axe, Lightning	Olive of Life (M) [20%]	1	Poison Slash [dagger]	9	80%	5
T-25	Tavern Patron	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Bow, Light	Inspiring Plum [80%]	7	Lightning Storm [lightning]	8	35%	35
T-26	Tavern Patron	After clearing Protagonist's Chapter 1.	3	983	Spear, Staff, Darkness	Herb of Clarity [30%]	5	Flurry [bow]	8	60%	30
T-27	Tavern Patron	After clearing Protagonist's Chapter 1.	1	280	Sword, Axe, Ice	Herb of Light [10%]	1	Stab [spear]	9	100%	21
T-28	Tavern Patron	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Dagger, Fire	Snowy Hood [10%]	10	More Health for All	7	30%	50
T-29	Townsperson	After clearing Protagonist's Chapter 1.	3	983	Sword, Dagger, Ice	Energizing Pomegranate [30%]	5	Exploit Weakness [spear]	8	60%	10
T-30	Merchant	Therion's Chapter 2, part 2-7 to part 2-8.	—	—	—	—	—	—	—	—	—
T-31	Revello Forsythe *7	Primrose's Chapter 3, part 3-2 to part 3-3,  started.	3	983	Fire, Lightning, Light	Inspiring Plum [80%]	5	Fire Storm [fire]	8	60%	10
T-32	Anna	After clearing Primrose and Cyrus's Chapter 4.	2	605	Spear, Bow, Lightning	Inspiring Plum (M) [30%]	3	Critical Eye	9	80%	5
T-33	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Spear, Staff, Wind	Olive of Life [20%]	3	Healing Grape (M)	9	80%	5
T-34	Luckless Sellsword *8	After clearing Protagonist's Chapter 1.	7	22,374	Sword, Spear, Light	Inspiring Plum [80%]	20	Full Enfeeblement	6	20%	40
T-35	Conrad the Impaler	After clearing Oiberic's Chapter 4.	5	9,000	Dagger, Axe, Staff, Ice, Wind	Wind 'Soulstone (M) [30%]	10	Whirlwind Stake [spear]	7	30%	20
T-36	Old Gravekeeper *9	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Axe, Darkness	Magus Hatchet [10%]	10	Poison	7	30%	20
T-37	Aspiring Actor	started to  cleared.	—	—	—	—	—	Exploit Weakness [spear]	8	100%	15
T-38	Melancholy Youth	cleared.	2	605	Sword, Axe, Darkness	Healing Grape [40%]	3	Exploit Weakness [spear]	9	80%	5
T-39	Boy's Mother	cleared.	1	280	Spear, Staff, Wind	Inspiring Plum [80%]	1	Slash [dagger]	9	100%	1
T-40	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Fire	Healing Grape (M) [30%]	3	Blinding Dust	9	80%	5

\*1: After starting and before clearing , Guide/Allure and Inquire become available, Inquire Possibility Lv. becomes level 20, and Scrutinize success rate becomes 50% (Letter from Mercedes unobtainable). Additionally, after starting and before clearing , Inquire Possibility Lv. becomes level 1, Scrutinize success rate becomes 90%, and Letter from Mercedes is added to Items Dropped.

\*2: In Cyrus's Chapter 1, part 1-3, all Path Actions besides Scrutinize are prohibited, and Scrutinize lets you glean "The Headmaster's Situation" (no other information is available).

\*3: Guide/Allure become available after clearing Pattern A.



INQUIRE / SCRUTINIZE		PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED	
Russell's Situation	—	—	—	S-37
Librarian's Testimony	—	—	—	S-38
—	—	100%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5] / Letter from Mercedes [Lv. 1, 50]	S-39
—	1	90%	Wind Soulstone [Lv. 16, 190]	S-40
The Headmaster's Situation	—	100%	Inspiring Plum (M) [Lv. 28, 1,080]	S-41
—	1	90%	Sleepweed [Lv. 13, 4] / Stimulating Earring [Lv. 17, 288]	S-42
—	40	50%	Slippery Nut (M) [Lv. 31, 2,280] / Elemental Augmentor [Lv. 27, 4,000]	S-43
—	40	50%	Gustav's Shield [Lv. 60, 19,200] / Silver-filled Pouch [Lv. 54, 14,400]	S-44
—	—	—	—	S-45
—	1	90%	Empowering Earring [Lv. 17, 342]	S-46
—	1	100%	Olive of Life [Lv. 1, — ] / Glass Marble [Lv. 1, — ] / Oasis Hat [Lv. 1, — ]	T-01
—	15	70%	Inspiring Plum [Lv. 16, 228] / Herb of Clamor [Lv. 15, 29]	T-02
A Hidden Item	15	60%	Heavy Blade [Lv. 27, 11,400]	T-03
—	15	80%	Moonblade [Lv. 37, 22,800]	T-04
A Use for Textiles	20	70%	Enlightening Ring [Lv. 26, 2,090] / Critical Ring [Lv. 26, 2,090]	T-05
—	—	—	Crystal Ore [Lv. 28, — ]	T-06
—	20	70%	Healing Grape [Lv. 14, 48] / Healing Grape (M) [Lv. 26, 247] / Healing Grape Bunch [Lv. 31, 684]	T-07
—	—	—	—	T-08
A Hidden Item	30	30%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum (M) [Lv. 28, 855]	T-09
—	30	60%	Spear [Lv. 13, 114] / Kite Shield [Lv. 19, 2,280]	T-10
—	20	70%	Heavy Coin Pouch [Lv. 26, 4,180] / Olive of Life [Lv. 28, 428] / Curious Bloom [Lv. 29, 475]	T-11
—	15	80%	Soul Knife [Lv. 50, 55,500] / Herb of Awakening [Lv. 15, 45]	T-12
—	15	80%	Energizing Pomegranate [Lv. 15, 285] / Empowering Bracelet [Lv. 38, 6,175]	T-13
—	—	—	Oasis Water [Lv. 24, — ]	T-14
A Hidden Item	20	70%	Lorie's Diary [Lv. 42, 48]	T-15
A Hidden Item	30	40%	Soul Knife [Lv. 50, 35,150] / Sorcerer's Robe [Lv. 62, 38,760]	T-16
—	15	80%	Olive Bloom [Lv. 28, 428] / Curious Bloom [Lv. 29, 475] / Mysterious Seed [Lv. 12, 10]	T-17
—	15	80%	Critical Bracelet [Lv. 38, 5,510] / Empowering Ring [Lv. 26, 2,850]	T-18
—	15	70%	Coddler-Friendly Bow [Lv. 42, 9,310]	T-19
—	15	80%	Bishop's Hat [Lv. 30, 5,928] / Tower Shield [Lv. 40, 13,680]	T-20
—	15	80%	Sorcerer's Robe [Lv. 62, 38,760] / Fire Soulstone (L) [Lv. 34, 5,985]	T-21
—	30	60%	Inspiring Plum (M) [Lv. 28, 450] / Soothing Dust [Lv. 19, 50]	T-22
—	30	60%	Energizing Pomegranate [Lv. 15, 150] / Injurious Seed [Lv. 13, 3]	T-23
—	20	60%	Glass Marble [Lv. 12, 10] / Mysterious Ore [Lv. 12, 27] / Large Feather [Lv. 15, 380] / Tools of Learning [Lv. 42, 2,660] / Weathered Boots [Lv. 12, 10]	T-24
A Hidden Item	30	40%	Grand Helm [Lv. 37, 9,120]	T-25
Discount at the Inn	20	40%	Light Soulstone (M) [Lv. 26, 1,615] / Shadow Soulstone (M) [Lv. 26, 1,615] / Thunder Soulstone (M) [Lv. 26, 1,615]	T-26
New Weapons for Sale	26	40%	Bandit's Spear [Lv. 26, 9,500] / Sturdy Helm [Lv. 22, 1,596] / Stimulating Ring [Lv. 26, 2,850]	T-27
A Hidden Item	25	50%	Imperial Vest [Lv. 43, 18,240]	T-28
A Hidden Item	20	70%	Energizing Pomegranate [Lv. 15, 285] / Invigorating Nut (M) [Lv. 31, 2,280] / Elemental Heavy Armor [Lv. 43, 18,240]	T-29
—	—	—	Wyvern Scale [Lv. 26, — ]	T-30
—	35	30%	Mage's Staff [Lv. 34, 17,100] / Elusive Shield [Lv. 24, 3,420]	T-31
—	30	80%	Silver Dagger [Lv. 25, 8,550]	T-32
Undeniable Allure	30	30%	Crescent Dagger [Lv. 30, 11,400]	T-33
—	15	70%	Empty Coin Pouch [Lv. 12, 29] / Weathered Boots [Lv. 12, 10] / Scrap of Rope [Lv. 12, 10]	T-34
—	40	50%	Master's Spear [Lv. 72, 61,750]	T-35
—	15	70%	Stimulating Bracelet [Lv. 38, 6,175] / Energizing Pomegranate (M) [Lv. 27, 722] / Energizing Pomegranate (M) [Lv. 27, 722]	T-36
—	1	100%	Chakra Band [Lv. 1, — ]	T-37
—	5	80%	Bottle of Poison Dust [Lv. 17, 190] / Bottle of Blinding Dust [Lv. 17, 190] / Bottle of Befuddling Dust [Lv. 17, 190] / Bottle of Sleeping Dust [Lv. 17, 190]	T-38
A Hidden Item	15	70%	Inspiring Plum [Lv. 16, 228] / Herb of Clamor [Lv. 15, 29]	T-39
Thieving Tips & Tricks	15	80%	Healing Grape (M) [Lv. 26, 247] / Healing Grape (M) [Lv. 26, 247]	T-40

\*4: Name changes to Definitely Not Leon after clearing **85** , and Guide/Allure become available.

\*5: After clearing Therion and Tressa's Chapter 4, Challenge Level becomes level 1, and Guide/Allure are unavailable until clearing **85** .

\*6: Guide/Allure become available after clearing **85** .

\*7: Items Dropped changes to Light Soulstone (M) [40%] after starting **48** . Also, Guide/Allure are unavailable after starting **48** until clearing **48** .

\*8: Name changes to Satisfied Man after clearing **82** .

\*9: Guide/Allure become available after clearing **83** .

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NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE			
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.
TOWNSPEOPLE AROUND NOBLECOURT CONT'D (PAGES 100-101)											
T-41	Jan	After clearing Primrose's Chapter 4.	8	32,000	Staff, Fire, Lightning, Darkness	Physical Belt [10%]	25	Guillotine (All) [sword]	6	15%	45
T-42	Artistic Boy	80 cleared.	—	—	—	—	—	—	—	—	—
T-43	Book-loving Girl	80 cleared.	—	—	—	—	—	—	—	—	—
T-44	Theracio	After clearing 80 - 84 cleared.	3	983	Spear, Bow, Darkness	Inspiring Plum (M) [30%]	1	Wisdom of the Church	8	60%	10
TOWNSPEOPLE AROUND WISPERMILL (PAGE 103-104)											
U-01	Remnant Leader	67 started- 67 cleared.	8	26,116	Spear, Dagger, Axe, Wind, Darkness	Thunder Soulstone (M) [80%]	25	—	—	—	—
U-02	Carefree Shepherd	After clearing Ophilia's Chapter 4.	2	605	Sword, Dagger, Fire	Wind Soulstone (L) [20%]	3	Stab [spear]	9	80%	5
U-03	Trembling Merchant	After clearing Ophilia's Chapter 4.	7	24,320	Spear, Axe, Staff, Fire, Wind	Thunder Soulstone (L) [70%]	20	—	—	—	—
U-04	Lianna	67 started.	3	983	Spear, Dagger, Darkness	Energizing Pomegranate (M) [50%]	5	Restore Health	8	60%	10
U-05	Elizi	67 started.	6	27,303	Spear, Axe, Ice	Olive of Life (M) [80%]	25	Hearty Encouragement	6	15%	45
U-06	Old Man *1	44 started.	8	27,303	Sword, Bow, Darkness	Ruinous Dust [80%]	25	Speed Enhancement	6	15%	45
U-07	Slender Farmer *2	After clearing Ophilia's Chapter 4.	2	605	Spear, Staff	Thunder Soulstone [50%]	3	Exploit Weakness [spear]	9	80%	5
U-08	Villager *3	After clearing Ophilia's Chapter 4.	5	7,823	Sword, Bow, Darkness	Inspiring Plum (M) [80%]	10	Gentle Cradle	7	30%	20
U-09	Enthusiastic Farmer	After clearing 36 Pattern B.	7	22,374	Spear, Dagger, Light	Herb of Valor [40%]	7	Health for All	6	35%	15
U-10	Villager *3	After clearing Ophilia's Chapter 4.	8	29,677	Sword, Axe, Lightning	Shadow Soulstone (L) [80%]	25	Peerless Strike [spear]	6	15%	45
U-11	Villager *3	After clearing Ophilia's Chapter 4.	4	2,816	Sword, Dagger, Fire	Inspiring Plum (M) [80%]	7	—	—	—	—
U-12	Rumormonger	After clearing Ophilia's Chapter 4.	4	2,816	Spear, Axe, Ice	Ruinous Seed [40%]	7	Panic Slash [dagger]	8	35%	15
U-13	Troubled Villager	After clearing Ophilia's Chapter 4.	6	15,441	Spear, Dagger, Lightning	Elemental Hat [8%]	15	Improved Offense	7	25%	30
U-14	Villager *3	After clearing Ophilia's Chapter 4.	7	24,320	Spear, Dagger, Wind	Imperial Helm [8%]	20	Sweeping Slash [sword]	6	20%	40
U-15	Theracio *4	84 cleared.	3	983	Spear, Bow, Darkness	Inspiring Plum (M) [30%]	5	Wisdom of the Church	8	60%	10
U-16	Elderly Woman *3	After clearing Ophilia's Chapter 4.	9	31,146	Spear, Axe, Darkness	Robe of the Flame [5%]	30	Mental Augmentation	5	10%	50
TOWNSPEOPLE AROUND RIPPLETIDE (PAGES 105-106)											
V-01	Captain Leon	85 cleared.	9	40,000	Dagger, Axe, Lightning	Rune Glaive [5%]	10	Whirlwind Stike [spear]	5	10%	50
V-02	Inquisitive Merchant	After clearing Tressa's Chapter 1.	3	983	Sword, Staff, Lightning	Herb of Clamor [60%]	5	Befuddling Balm	8	60%	10
V-03	Le Mann	After clearing Tressa's Chapter 1.	1	280	Spear, Dagger, Fire	Energizing Pomegranate [30%]	1	Clenched Fist [staff]	9	100%	1
V-04	Woman for Quiragosa	After clearing 98 Pattern B.	2	605	Spear, Dagger, Fire	Herb of Healing [40%]	3	Dagger Storm [dagger]	9	80%	5
V-05	Caravan Member *5	After clearing Tressa's Chapter 1.	3	983	Spear, Dagger, Fire	Energizing Pomegranate [70%]	5	Sweeping Slash [sword]	8	60%	10
V-06	Victorino, the Buccaneer's Bane	After clearing Olberic's Chapter 4.	5	7,823	Sword, Dagger, Wind, Darkness	Healing Grape (M) [30%]	10	Pirates' Bane [sword]	7	30%	20
V-07	Merchant	From the beginning.	3	983	Sword, Dagger, Ice	Herb of Awakening [70%]	5	Befuddling Balm	8	60%	10
V-08	Oineo	From the beginning.	4	2,816	Sword, Staff, Fire, Darkness	Sturdy Helm [12%]	7	Exploit Weakness [spear]	8	35%	15
V-09	Marina	From the beginning.	3	983	Spear, Dagger, Axe, Ice, Darkness	Inspiring Plum [50%]	5	Arrowsom [bow]	8	60%	10
V-10	Townsperson	From the beginning.	4	2,816	Sword, Dagger, Ice	Herb of Clarity [80%]	7	Fire Storm [fire]	8	35%	15
V-11	Merchant	Tressa's Chapter 1, part 1-5 only.	—	—	—	—	1	—	—	—	—
V-12	Merchant	Tressa's Chapter 1, part 1-5 only.	—	—	—	—	3	—	—	—	—
V-13	Antique Dealer	After clearing Tressa's Chapter 1.	3	983	Spear, Axe, Ice	Silver Axe [16%]	5	Head Bash [axe]	8	60%	10
V-14	Merchant	Tressa's Chapter 1, part 1-5 only.	—	—	—	—	3	—	—	—	—
V-15	Princess Mary	After clearing Cyrus's Chapter 4- 91 started.	—	—	—	—	—	—	—	—	—
V-16	Beverage Vendor *6	From the beginning.	2	605	Sword, Bow, Wind	Energizing Pomegranate [40%]	3	Exploit Weakness [spear]	9	80%	5
V-17	Tony *7	After clearing Tressa's Chapter 1.	5	7,823	Sword, Bow, Darkness	Healing Grape (M) [50%]	10	Peerless Strike [spear]	7	30%	20
V-18	Mathilda *7	After clearing Tressa's Chapter 1.	3	983	Sword, Staff, Light	Inspiring Plum [50%]	5	Slumber Arrow [bow]	8	60%	10
V-19	Townsperson	From the beginning.	3	983	Spear, Axe, Light	Healing Grape (M) [30%]	5	Poison Arrow [bow]	8	60%	10
V-20	Accused Man	After clearing 64 Pattern B.	3	983	Spear, Bow, Light	Befuddling Dagger [16%]	5	—	—	—	—
V-21	Elderly Woman	From the beginning.	10	38,307	Spear, Bow, Fire	Battle-tested Spear [2%]	40	Mighty Blow [spear]	4	5%	60
V-22	Townsperson	From the beginning.	6	15,441	Sword, Axe, Darkness	Healing Grape Bunch [70%]	15	—	—	—	—
V-23	Tony's Mother	After clearing Tressa's Chapter 1.	4	2,816	Sword, Dagger, Fire	Healing Grape (M) [50%]	7	Blizzard [ice]	8	35%	15
V-24	Exotic Grandma	After clearing Tressa's Chapter 1- 6 cleared.	2	605	Sword, Bow, Light	Herb of Light [50%]	3	Healing Grape	9	80%	5
V-25	Harris	After clearing Tressa's Chapter 1.	3	983	Sword, Axe, Lightning	Inspiring Plum (M) [10%]	5	Slash [dagger]	8	60%	10
V-26	Astute Child	After clearing Tressa's Chapter 1.	—	—	—	—	—	—	—	—	—
V-27	Captain	Tressa's Chapter 1, part 1-5 only.	8	29,677	Dagger, Axe, Lightning	Healing Grape Bunch [80%]	25	Speed Enhancement [spear]	6	80%	45
V-28	Princess Mary	91 started- 91 cleared.	—	—	—	—	—	—	—	—	—
V-29	Paul	91 started- 91 cleared.	5	7,823	Sword, Bow, Wind	Noxroot [80%]	10	Lightning Storm [lightning]	7	30%	20
V-30	Vanessa Hysel	After clearing Alfyn's Chapter 4.	5	8,000	Spear, Axe, Fire, Wind, Darkness	Olive of Life (M) [30%]	10	Concoct Explosive	7	30%	20
V-31	Kit	After clearing Tressa's Chapter 1 (as protagonist only)- 1 cleared.	—	—	—	—	—	—	—	—	—

\*1: Name changes to Nighteye after clearing 44 .

\*2: Guide/Allure become available after clearing 87 Pattern A.

\*3: Challenge/Provoke, Guide/Allure, and Purchase/Steal become available after clearing Ophilia's Chapter 4, and you can glean information from them (note: Guide/Allure is unavailable for U-11).

\*4: Guide/Allure become available after clearing 88 .



INQUIRE / SCRUTINIZE				PURCHASE / STEAL		NO.
AVAILABLE INFORMATION	INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED			
—	40	50%	Hypno's Crown [Lv. 72, 36,480] / Crystal Vest [Lv. 73, 52,440]		T-41	
—	1	100%	Energizing Pomegranate [Lv. 15, 285] / Injurious Seed [Lv. 13, 5]		T-42	
A Hidden Item	1	100%	Olive of Life [Lv. 19, 475] / Noxroot [Lv. 13, 5]		T-43	
—	15	70%	Inspiring Plum [Lv. 16, 228]		T-44	
—	40	60%	—		U-01	
A Hidden Item	40	60%	Inspiring Plum (M) [Lv. 28, 855] / Wind Soulstone (L) [Lv. 34, 5,985]		U-02	
Where the Drowwolf Prowls	45	50%	Inspiring Plum (M) [Lv. 28, 855] / Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5] / Empowering Necklace [Lv. 50, 19,000]		U-03	
—	40	30%	Bishop's Staff [Lv. 75, 84,000]		U-04	
—	40	60%	Inspiring Plum (M) [Lv. 28, 855] / Fire Soulstone (L) [Lv. 34, 5,985]		U-05	
—	40	60%	Inspiring Plum (M) [Lv. 28, 855] / Noxroot [Lv. 13, 5]		U-06	
—	40	60%	Refreshing Jam [Lv. 41, 14,250] / Light Nut (L) [Lv. 51, 5,472] / Fire Soulstone (L) [Lv. 34, 5,985]		U-07	
Discount at the Inn	45	40%	Healing Grape Bunch [Lv. 31, 684] / Inspiring Plum (M) [Lv. 28, 855] / Inspiring Plum (M) [Lv. 28, 855]		U-08	
—	40	60%	Bottle of Poison Dust [Lv. 17, 190] / Mysterious Seed [Lv. 12, 10] / Injurious Dust [Lv. 19, 95]		U-09	
A Hidden Item	40	50%	Thunder Soulstone (L) [Lv. 34, 5,670] / Wind Soulstone (L) [Lv. 34, 5,670] / Light Soulstone (L) [Lv. 34, 5,670]		U-10	
More Plentiful Provisions	50	30%	Healing Grape (M) [Lv. 26, 247] / Healing Grape (M) [Lv. 26, 247] / Healing Grape Bunch [Lv. 31, 684]		U-11	
—	40	60%	Enlightening Bracelet [Lv. 38, 5,510] / Enlightening Ring [Lv. 26, 2,090]		U-12	
A Hidden Item	45	50%	Death Cleaver [Lv. 72, 61,750]		U-13	
A Hidden Item	40	50%	Slippery Nut (L) [Lv. 51, 5,472] / Nourishing Nut (L) [Lv. 51, 5,472]		U-14	
—	40	60%	Inspiring Plum [Lv. 16, 228]		U-15	
Guide with Ease	45	40%	Sledgehammer [Lv. 46, 33,250] / Enlightening Necklace [Lv. 50, 19,000]		U-16	
—	40	50%	Battle-tested Spear [Lv. 76, 84,000]		V-01	
—	8	70%	Noxroot [Lv. 13, 4] / Sleepweed [Lv. 13, 4] / Addlewort [Lv. 13, 4]		V-02	
—	1	90%	Novice Adventurer Guide [Lv. 23, 1,440] / Old Coin [Lv. 18, 2,700] / Copper Lantern [Lv. 17, 1,080]		V-03	
—	40	60%	Purifying Seed [Lv. 51, 2,470] / Inspiring Plum (M) [Lv. 28, 855]		V-04	
—	8	70%	Healing Grape (M) [Lv. 26, 234] / Inspiring Plum (M) [Lv. 28, 810] / Olive of Life (M) [Lv. 30, 2,700]		V-05	
—	40	50%	Might Belt [Lv. 27, 4,000] / Trinity Sword [Lv. 56, 41,400]		V-06	
A Hidden Item	8	80%	Herb of Light [Lv. 15, 29] / Herb of Awakening [Lv. 15, 29] / Herb of Revival [Lv. 15, 29]		V-07	
—	40	50%	Revitalizing Jam [Lv. 46, 19,000] / Slippery Nut (M) [Lv. 31, 2,280] / Beastly Scarf [ - , 16,500]		V-08	
—	40	50%	Dragon's Scarf [ - , 16,500] / Rare Stone [Lv. 28, 5,700] / Resistant Nut (M) [Lv. 31, 2,280]		V-09	
Discount at the Inn	8	70%	Memorial Harpoon [Lv. 15, - ] / Slippery Nut [Lv. 19, 950]		V-10	
—	—	—	Herb of Light [ - , 24] / Herb of Clarity [ - , 24] / Tree Seed [ - , 8] / Candy [ - , 8]		V-11	
—	—	—	Herb of Valor [ - , 24] / Handkerchief [ - , 13] / Hip Flask [ - , 16]		V-12	
A Hidden Item	10	70%	Adventurer's Attire [Lv. 1, 490]		V-13	
—	—	—	Sleepweed [ - , 20] / Healing Grape [ - , 40]		V-14	
—	1	90%	Empowering Earring [Lv. 17, 342]		V-15	
A Hidden Item	1	90%	Bottle of Wine [ - , 50]		V-16	
—	1	90%	Heavy Bow [Lv. 26, 11,400]		V-17	
—	1	90%	Plate Shield [Lv. 22, 2,964]		V-18	
A Hidden Item	12	40%	Stinging Dagger [Lv. 16, 1,330] / Black Attire [Lv. 17, 1,710]		V-19	
—	1	90%	Healing Grape (M) [Lv. 26, 250]		V-20	
New Weapons for Sale	1	90%	Energizing Pomegranate [Lv. 15, 240] / Energizing Pomegranate (M) [Lv. 27, 608] / Energizing Pomegranate (L) [Lv. 34, 2,688]		V-21	
Smarter Bartering	10	50%	Healing Grape [Lv. 14, 35] / Healing Grape [Lv. 14, 35] / Inspiring Plum [Lv. 16, 168] / Inspiring Plum [Lv. 16, 168]		V-22	
A Hidden Item	8	70%	Thunder Soulstone [Lv. 16, 190] / Thunder Soulstone (M) [Lv. 26, 1,615]		V-23	
—	10	70%	Fire Soulstone [Lv. 16, 180] / Ice Soulstone [Lv. 16, 180] / Thunder Soulstone [Lv. 16, 180] / Wind Soulstone [Lv. 16, 180]		V-24	
—	6	90%	Energizing Pomegranate [Lv. 15, 270] / Olive of Life (M) [Lv. 30, 2,700]		V-25	
—	1	90%	Inspiring Plum [Lv. 16, 228] / Inspiring Plum (M) [Lv. 28, 855]		V-26	
—	1	90%	—		V-27	
—	1	90%	Empowering Earring [Lv. 17, 342]		V-28	
—	1	90%	Sleepweed [Lv. 13, 4] / Stimulating Earring [Lv. 17, 288]		V-29	
—	40	50%	Olive of Life (L) [Lv. 41, 24,000] / Noxroot [Lv. 13, 6] / Battle-tested Dagger [Lv. 77, 86,400]		V-30	
—	—	—	—		V-31	

\*5: Guide/Allure become available after clearing Pattern B.

\*6: Guide/Allure become available after clearing Tressa's Chapter 1. You can also obtain Bottle of Wine during Tressa's Chapter 1, part 1–2 only.

\*7: Guide/Allure become available after clearing .

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Atlasdam

Noblecourt

Wispermill

Rippletide

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Grandport



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE  PROVOKE				GUIDE  ALLURE					
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.		
TOWNSPEOPLE AROUND GOLDSHORE (PAGES 107-108)													
W-01	Leviathan Hunter *1	After clearing Protagonist's Chapter 1.	9	35,393	Sword, Bow, Fire, Lightning	Essence of Plum [80%]	30	Inhibit Defense (All)	5	100%	50		
W-02	Knowledgeable Traveler	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Axe, Darkness	Injurious Dust [40%]	10	—	—	—			
W-03	Unsavory Man *2	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Fire, Light	Healing Grape Bunch [30%]	10	—	—	—			
W-04	Traveling Entertainer	81 cleared-  55 triggered.	—	—	—	—	—	—	—	—			
W-05	Kit	After clearing  81 -  96 cleared.	—	—	—	—	—	—	—	—			
W-06	Impresario	96 cleared-  55 triggered.	—	—	—	—	—	—	—	—			
W-07	Townsperson	After clearing Protagonist's Chapter 1.	1	280	Sword, Staff, Darkness	Inspiring Plum (M) [10%]	1	Cure Poison	9	100%	1		
W-08	Knight Ardante	After clearing Protagonist's Chapter 1.	6	15,441	Spear, Axe, Fire	Grand Helm [8%]	15	Brain Bash [axe]	7	25%	30		
W-09	Drevon	After clearing Protagonist's Chapter 1.	2	605	Staff, Lightning, Light	Energizing Pomegranate (M) [20%]	3	Slash [dagger]	9	80%	5		
W-10	Aristocrat *3	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Wind	Inspiring Plum (M) [40%]	3	Awaken	9	80%	5		
W-11	Nobles	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Bow, Darkness	Healing Grape (M) [80%]	7	Lightning Storm [lightning]	8	35%	15		
W-12	Unsavory Man	After clearing  93 Pattern B.	5	7,823	Spear, Fire, Light	Healing Grape Bunch [30%]	10	Suspicious Thing	7	30%	20		
W-13	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Spear, Axe	Healing Grape (M) [40%]	3	—	—	—			
W-14	Old Man	After clearing Protagonist's Chapter 1.	9	32,561	Sword, Bow, Fire	Inspiring Plum Basket [80%]	30	Peerless Strike [spear]	5	10%	50		
W-15	Merchantry Master	After clearing Protagonist's Chapter 1.	4	2,816	Axe, Staff, Fire	Olive of Life (M) [80%]	7	Slumber Slash [dagger]	8	35%	15		
W-16	Erudite Graybeard	99 cleared	1	280	Sword, Ice, Darkness	Refreshing Jam [10%]	1	Pommel [staff]	9	100%	1		
W-17	Stonemonger	After clearing Protagonist's Chapter 1.	2	605	Sword, Bow, Fire	Inspiring Plum (M) [20%]	3	Slice [sword]	9	80%	5		
W-18	Townsperson	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Dagger, Lightning	Spirit Sword [10%]	10	Attacking Posture	7	30%	20		
W-19	Fledgling Fisherman *4	After clearing Protagonist's Chapter 1.	4	2,816	Axe, Fire, Lightning	Energizing Pomegranate (M) [40%]	7	Befuddling Dust	8	35%	15		
W-20	Lisa	After clearing Ophelia's Chapter 4.	—	—	—	—	—	—	—	—			
W-21	Cleric	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Fire, Darkness	Sorcerer's Robe [10%]	10	Deep Breath	7	30%	20		
W-22	Donovan	After clearing Oliber and Ophelia's Chapter 4.	8	26,116	Lightning, Light, Darkness	Healing Grape Bunch [10%]	5	—	—	—			
W-23	Cleric	After clearing Protagonist's Chapter 1.	1	280	Spear, Lightning, Darkness	Energizing Pomegranate (M) [10%]	1	Prayer	9	100%	1		
W-24	Daniel *5	After starting Ophelia's Chapter 3.	—	—	—	—	—	—	—	—	1		
W-25	Elderly Woman	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Axe, Ice	Heavy Bow [10%]	10	Blinding Arrow [bow]	7	30%	20		
W-26	Marlene	After clearing Alfyn's Chapter 4.	3	983	Spear, Staff, Fire	Inspiring Plum (M) [10%]	1	Dump Flour	8	100%	1		
W-27	Townsperson	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Dagger, Fire	Essence of Plum [40%]	7	—	—	—			
W-28	Coachman	Alfyn's Chapter 2, part 2-4 cleared to part 2-5 cleared.	—	—	—	—	—	—	—	—			
W-29	Le Mann	After clearing  90 -  95 cleared.	2	605	Spear, Dagger, Fire	Energizing Pomegranate [30%]	3	—	—	—			
W-30	Old Man	After clearing Protagonist's Chapter 1.	3	983	Spear, Bow, Wind	Healing Grape (M) [30%]	5	Offense Down	8	60%	10		
W-31	Fisherman's Sweetheart	After clearing Protagonist's Chapter 1.	1	280	Sword, Fire, Light, Darkness	Inspiring Plum (M) [10%]	1	Dagger Storm [dagger]	9	100%	1		
W-32	Troubled Merchant	After clearing Protagonist's Chapter 1.	3	983	Sword, Axe, Ice	Energizing Pomegranate (M) [30%]	5	Panacea	8	60%	10		
W-33	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Light	Purifying Seed [20%]	3	Pointed Shot [bow]	9	80%	5		
W-34	Crest-Bearing Ruffian	After clearing Protagonist's Chapter 1- 82 cleared.	6	15,441	Spear, Fire, Light	Mercenary Crest [100%]	15	Crush and Grind [axe]	7	25%	30		
W-35	Ellen *6	After Alfyn's Chapter 2, part 2-1 to before Alfyn's Chapter 2 cleared, Alfyn's Chapter 4 cleared.	—	—	—	—	—	—	—	—			
W-36	Flynn *7	After Alfyn's Chapter 2, part 2-1 to before Alfyn's Chapter 2 cleared, Alfyn's Chapter 4 cleared.	—	—	—	—	—	—	—	—			
W-37	Former Sailor	After clearing Protagonist's Chapter 1- 92 cleared.	4	2,816	Sword, Bow, Fire	Addlewort [40%]	7	—	—	—			
W-38	Sailor	92 cleared.	4	2,816	Sword, Bow, Fire	Addlewort [40%]	7	Exploit Weakness [spear]	8	35%	15		
W-39	Ship Captain	92 cleared.	7	24,320	Sword, Dagger, Lightning	Olive of Life (M) [80%]	20	Improved Offense	6	20%	40		
TOWNSPEOPLE AROUND GRANDPORT (PAGES 110-111)													
X-01	Best-selling Author	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Staff	Inspiring Plum (M) [80%]	7	Exploit Weakness [dagger]	8	35%	15		
X-02	Brigand	100 started-  100 cleared.	7	22,374	Sword, Dagger, Axe, Wind, Light	Letter from Noa [100%]	20	—	—	—			
X-03	Barker *8	After clearing Protagonist's Chapter 1.	3	983	Sword, Dagger, Lightning	Healing Grape Bunch [15%]	5	Critical Eye	8	60%	10		
X-04	Merchant	After clearing Protagonist's Chapter 1.	3	983	Sword, Dagger, Light	Refreshing Jam [30%]	5	Exploit Weakness [spear]	8	60%	10		
X-05	Nobles	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Wind	Inspiring Plum (M) [20%]	3	Offense Down	9	80%	5		
X-06	Guard	After clearing Protagonist's Chapter 1.	9	35,393	Spear, Dagger, Fire	Emperor's Blade [5%]	30	Attacking Posture	5	10%	50		
X-07	Merchant	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Axe, Ice	Inspiring Plum (M) [70%]	20	Peerless Strike [spear]	6	20%	40		
X-08	Aston Wyndham	After clearing Tressa's Chapter 4.	6	18,205	Sword, Dagger, Bow, Lightning, Light	Energizing Pomegranate (M) [30%]	15	Fire Storm [fire]	7	25%	30		
X-09	Gill the Butler	After clearing Tressa's Chapter 4.	9	36,500	Spear, Axe, Ice	Unseen Saber [5%]	30	Double Spear [sword]	5	10%	50		
X-10	Ing the Diarist	After clearing Tressa's Chapter 4.	3	983	Spear, Dagger, Ice	Inspiring Plum (M) [30%]	5	Hurl Diary	8	60%	10		

\*1: Guide/Allure become available after clearing 94 .

\*4: Guide/Allure become available after clearing 94 .

\*2: Guide/Allure become available after clearing 93 Pattern A.

\*5: Guide becomes available between Ophelia's Chapter 3, part 3-1 and part 3-3.

\*3: Guide/Allure become available after clearing Alfyn's Chapter 2. Also, you can glean Gossip of Glowworm Moss via Inquire after Alfyn's Chapter 2, part 2-4 and before clearing Alfyn's Chapter 2 (the information is unavailable any other time).



INQUIRE /		SCRUTINIZE		PURCHASE /		STEAL		NO.
AVAILABLE INFORMATION		INQUIRE POSSIBILITY LV.	SCRUTINIZE SUCCESS RATE	ITEMS DROPPED				
	—	20	50%	Olive Bloom [Lv. 28, 428]				W-01
A Safe Route		15	60%	Healing Grape (M) [Lv. 26, 247] / Purifying Dust [Lv. 55, 3,040] / Critical Nut (M) [Lv. 31, 2,280]				W-02
—		20	50%	Inspiring Plum (M) [Lv. 28, 855] / Refreshing Jam [Lv. 41, 14,250]				W-03
—		1	100%	Primeval Robe [Lv. 1, — ] / Bottle of Poison Dust [Lv. 1, — ] / Thunder Soulstone (M) [Lv. 1, — ]				W-04
—		—	—	—				W-05
—		1	100%	Olive of Life [Lv. 1, — ] / Glass Marble [Lv. 1, — ] / Oasis Hat [Lv. 1, — ]				W-06
A Hidden Item		20	100%	Wizard Rod [Lv. 71, 61,750] / Elusive Shield [Lv. 24, 3,420]				W-07
A Hidden Item		20	20%	Soul Hatchet [Lv. 38, 23,750] / Protective Bracelet [Lv. 38, 6,175] / Imperial Armor [Lv. 47, 22,800]				W-08
—		20	60%	Healing Grape Bunch [Lv. 31, 684] / Energizing Pomegranate (M) [Lv. 27, 722]				W-09
Gossip of Glowworm Moss		1	100%	—				W-10
—		1	100%	Empowering Bracelet [Lv. 38, 6,175] / Energizing Pomegranate (M) [Lv. 27, 722] / Energizing Pomegranate (M) [Lv. 27, 722]				W-11
—		20	50%	Inspiring Plum (M) [Lv. 28, 855] / Refreshing Jam [Lv. 41, 14,250]				W-12
—		15	100%	Copper-filled Pouch [Lv. 25, 5,700] / Inspiring Plum [Lv. 16, 228]				W-13
A Hidden Item		35	100%	Cat's Eye [Lv. 67, 38,000] / Cat's Eye [Lv. 67, 38,000] / Cat's Eye [Lv. 67, 38,000]				W-14
—		15	60%	Olive of Life (M) [Lv. 30, 2,850] / Protective Ring [Lv. 26, 2,850] / Purifying Seed [Lv. 51, 2,470]				W-15
—		25	40%	Curious Bloom [Lv. 29, 475] / Refreshing Jam [Lv. 41, 14,250]				W-16
—		20	50%	Oreweil Whetstone [Lv. 42, 11,400]				W-17
Guide with Ease		25	100%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum (M) [Lv. 28, 855]				W-18
A Hidden Item		15	60%	Leviathan Egg [Lv. 57, 3,895] / Glass Marble [Lv. 12, 10] / Rusty Cup [Lv. 14, 95]				W-19
—		40	50%	Sharp Nut (M) [Lv. 31, 2,280] / Inspiring Plum (M) [Lv. 28, 855] / Magic Nut (L) [Lv. 51, 5,472]				W-20
A Hidden Item		20	40%	Inspiring Plum [Lv. 16, 228] / Inspiring Plum (M) [Lv. 28, 855] / Inspiring Plum Basket [Lv. 36, 2,052]				W-21
Donovan's Condition		30	60%	Stimulating Bracelet [Lv. 38, 6,175]				W-22
New Weapons for Sale		25	20%	Energizing Pomegranate (M) [Lv. 27, 722] / Empowering Ring [Lv. 26, 2,850]				W-23
—		30	40%	Candy [Lv. 12, 10] / Glass Marble [Lv. 12, 10]				W-24
A Hidden Item		15	100%	Forbidden Bow [ — , 71,300]				W-25
—		40	50%	Empowering Necklace [Lv. 50, 19,000] / Refreshing Jam [Lv. 41, 14,250]				W-26
Discount at the Inn		15	100%	Wind Soulstone (M) [Lv. 26, 1,615] / Light Soulstone [Lv. 16, 190]				W-27
Vanessa's Destination		1	—	—				W-28
—		15	60%	Novice Adventurer Guide [Lv. 23, 1,440] / Old Coin [Lv. 18, 2,700] / Copper Lantern [Lv. 17, 1,080]				W-29
A Hidden Item		20	100%	Dragon's Vest [Lv. 64, 41,040]				W-30
—		10	80%	Fish Tooth [Lv. 12, 10] / Odds and Ends [Lv. 19, 1,330] / Starlight Hat [Lv. 34, 6,840]				W-31
—		15	60%	Healing Grape (M) [Lv. 26, 247] / Inspiring Plum (M) [Lv. 28, 855] / Energizing Pomegranate (M) [Lv. 27, 722]				W-32
A Hidden Item		30	100%	Injurious Seed [Lv. 13, 5] / Injurious Dust [Lv. 19, 95] / Ruinous Seed [Lv. 51, 2,470]				W-33
—		20	60%	Cleaver [Lv. 23, 16,000] / Iron Armor [Lv. 21, 5,400] / Essence of Plum [Lv. 23, 190]				W-34
—		1	30%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5] / Tough Nut (L) [Lv. 51, 5,472] / Invigorating Nut (L) [Lv. 51, 5,472] / Healing Grape Bunch [Lv. 31, 684]				W-35
—		1	30%	Essence of Grape [Lv. 16, 38] / Essence of Plum [Lv. 23, 190]				W-36
—		15	60%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5]				W-37
—		15	60%	Sleepweed [Lv. 13, 5] / Addlewort [Lv. 13, 5]				W-38
—		15	60%	Herb of Light [Lv. 15, 29] / Herb of Clarity [Lv. 15, 29] / Herb of Valor [Lv. 15, 29]				W-39
	—	40	60%	Rare Stone [Lv. 28, 5,700]				X-01
—		40	60%	Healing Grape (M) [Lv. 51, 312] / Healing Grape (M) [Lv. 51, 312] / Healing Grape (M) [Lv. 51, 312]				X-02
—		40	60%	Healing Grape Bunch [Lv. 31, 684]				X-03
A Hidden Item		45	50%	Sledgehammer [Lv. 46, 33,250] / Morning Star [Lv. 52, 39,900] / Fur Cap [Lv. 45, 13,680] / Fur Coat [Lv. 37, 13,680]				X-04
Smarter Bartering		45	50%	Heavy Coin Pouch [Lv. 26, 4,180] / Curious Antique [Lv. 52, 18,050]				X-05
—		40	60%	Protective Necklace [Lv. 50, 19,000]				X-06
A Hidden Item		45	50%	Forbidden Shield [ — , 53,000] / Stuffed Toy [Lv. 14, 94] / Bone [Lv. 12, 2] / Tagged Collar [Lv. 46, 30,644]				X-07
—		40	50%	High House's Armor [Lv. 59, 38,400]				X-08
—		40	50%	Spiked Vest [Lv. 25, 4,323] / Veteran's Helm [Lv. 39, 10,260]				X-09
—		40	60%	Injurious Dust [Lv. 19, 95] / Enlghtening Necklace [Lv. 50, 19,000]				X-10

\*6: After clearing Alfyn's Chapter 4, Inquire Possibility Lv. becomes level 40, Scrutinize success rate increases to 50%, and Invigorating Nut (L) and Healing Grape Bunch are added to Items Dropped.

\*7: After clearing Alfyn's Chapter 4, Inquire Possibility Lv. becomes level 40, Scrutinize success rate increases to 50%, and Items Dropped change to Resistant Nut (L) [Lv. 51, 5,472] / Inspiring Plum (M) [Lv. 28, 855] / Inspiring Plum Basket [Lv. 36, 2,052].

\*8: Guide/Allure become available after clearing Tressa's Chapter 4.

Villager
W-01 to X-10
MAP INDEX
Highlands
Sunlands
Riverlands
Clifflands
Woodlands
Frostlands
Flatlands
Coastlands
Cobbleston
Stonsgard
Everhold
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Wellspring
Marsalim
Clearbrook
Saintsbridge
Riverford
Boldarfall
Quarrycrest
Oreweil
S'warkid
Victors Hollow
Duskbarrow
Flamesgrace
Stillsnow
Northreach
Atlasdam
Noblecourt
Wispermill
Rippletide
Goldshore
Grandport



NO.	TOWNSPERSON NAME	PERIOD	STRENGTH	CHALLENGE / PROVOKE				GUIDE / ALLURE				
				HP	WEAKNESSES	ITEMS DROPPED	CHALLENGE POSSIBILITY LV.	SKILL	SUMMONABLE	ALLURE SUCCESS RATE	GUIDE POSSIBILITY LV.	
TOWNSPEOPLE AROUND GRANDPORT CONT'D (PAGES 110-111)												
X-11	Creepy Antiquarian	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Axe, Fire	Healing Grape Bunch [60%]	15	Inhibit Offense	7	25%	30	
X-12	Merchant	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Dagger, Wind	Healing Grape (M) [80%]	10	Panic Arrow [bow]	7	30%	20	
X-13	Bazaar Shopper	After clearing Protagonist's Chapter 1.	8	26,116	Spear, Bow, Darkness	Wizard Rod [5%]	25	Glacies Claudere [ice]	6	15%	45	
X-14	Master Jeweler	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Bow, Light	Refreshing Jam [40%]	7	Defense Down	8	35%	15	
X-15	Merchant	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Bow, Darkness	Healing Grape Bunch [40%]	10	Poison	7	30%	20	
X-16	Bazaar Shopper	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger, Light	Energizing Pomegranate (M) [30%]	5	Sweeping Slash [sword]	8	60%	10	
X-17	Bazaar Shopper	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Staff, Wind	Refreshing Jam [80%]	10	Physical Degradation	7	30%	20	
X-18	Bazaar Shopper	After clearing Protagonist's Chapter 1.	6	13,256	Sword, Staff, Light	Commemorative Coin [80%]	15	Tonitrus Canere [lightning]	7	25%	30	
X-19	Merchant	After clearing Protagonist's Chapter 1.	6	15,441	Spear, Axe, Lightning	Rainbow Robe [8%]	15	Full Swing [axe]	7	25%	30	
X-20	Woman for Quaragosa	After clearing Protagonist's Chapter 1-98. Pattern B cleared.	2	605	Spear, Dagger, Fire	Herb of Healing [40%]	3	Dagger Storm [dagger]	9	80%	5	
X-21	Lara '1	After clearing Protagonist's Chapter 1.	1	280	Sword, Staff, Lightning	Healing Grape (M) [10%]	1	Slash [dagger]	9	100%	1	
X-22	Girl	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—	
X-23	Good Dog	After clearing Protagonist's Chapter 1.	—	—	—	—	—	—	—	—	—	
X-24	Merchant	After clearing Protagonist's Chapter 1.	8	29,677	Spear, Axe, Darkness	Ogre Cleaver [5%]	25	Steel Defenses	6	15%	45	
X-25	Bazaar Shopper	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Lightning	Energizing Pomegranate (L) [30%]	7	Fire Storm [fire]	8	35%	15	
X-26	Merchant	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Wind	Inspiring Plum (M) [20%]	3	Head Bash [axe]	9	80%	5	
X-27	Merchant	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Lightning	Healing Grape (M) [80%]	7	Cure Silence	8	35%	15	
X-28	Bazaar Shopper	After clearing Protagonist's Chapter 1.	2	605	Sword, Axe, Darkness	Healing Grape (M) [20%]	3	Exploit Weakness [spear]	9	80%	5	
X-29	Merchant	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Dagger, Light	Healing Grape (M) [80%]	7	Physical Boost	8	35%	15	
X-30	Le Mann	After clearing 95 - 99 cleared.	2	605	Sword, Dagger, Fire	Energizing Pomegranate [30%]	3	Slash [dagger]	9	80%	5	
X-31	Merchant	After clearing Protagonist's Chapter 1.	4	2,816	Spear, Bow, Fire	Healing Grape (M) [80%]	7	Health for All	8	35%	15	
X-32	Merchant	After clearing Protagonist's Chapter 1.	2	605	Sword, Staff, Ice	Ruinous Seed [20%]	3	Stab [spear]	9	80%	5	
X-33	Wharf Thug	95 cleared.	7	24,320	Spear, Bow, Darkness	Purifying Seed [70%]	20	Brain Bash [axe]	6	20%	40	
X-34	Ship Captain	After clearing Protagonist's Chapter 1.	7	24,320	Sword, Axe, Fire	Energizing Pomegranate (M) [80%]	20	Brain Bash [axe]	6	20%	40	
X-35	Townsperson	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Staff, Light	Inspiring Plum (M) [80%]	10	Inhibit Defense (All)	7	30%	20	
X-36	Cordelia	After clearing Theron and Tressa's Chapter 4.	—	—	—	—	—	—	—	—	—	
X-37	Noa	100 cleared.	—	—	—	—	—	—	—	—	—	
X-38	Merchant	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger, Wind	Olive of Life (M) [60%]	5	Befuddling Balm	8	60%	10	
X-39	Elderly Woman	After clearing Protagonist's Chapter 1.	3	983	Sword, Bow, Fire	Healing Grape (M) [30%]	5	Lightning Storm [lightning]	8	60%	10	
X-40	Townsperson	After clearing Protagonist's Chapter 1.	7	22,374	Sword, Bow, Light	Platinum Helm [8%]	7	—	—	—	—	
X-41	Townsperson	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Ice	Healing Grape (M) [20%]	3	Slice [sword]	9	80%	5	
X-42	Merry Drunkard	After clearing Protagonist's Chapter 1.	3	983	Sword, Dagger, Lightning	Purifying Seed [30%]	5	Full Swing [axe]	8	60%	50	
X-43	Merchant	After clearing Protagonist's Chapter 1.	2	605	Spear, Axe, Wind	Healing Grape (M) [20%]	3	Slash [dagger]	9	80%	25	
X-44	Cleric	After clearing Protagonist's Chapter 1.	6	15,441	Sword, Dagger, Lightning	Elemental Robe [8%]	15	Exploit Weakness [spear]	7	25%	50	
X-45	Merchant	After clearing Protagonist's Chapter 1.	5	7,823	Sword, Dagger, Fire	Enchanted Axe [10%]	10	Brain Bash [axe]	7	30%	20	
X-46	Townsperson	After clearing Protagonist's Chapter 1.	5	7,823	Spear, Staff, Darkness	Inspiring Plum (M) [80%]	10	Steel Defenses	7	30%	20	
X-47	Merchant	After clearing Protagonist's Chapter 1.	4	2,816	Sword, Axe, Lightning	Energizing Pomegranate (M) [80%]	7	Sleepweed	8	35%	15	
X-48	Traveling Merchant	After clearing 81 - 96 cleared.	—	—	—	—	—	—	—	—	—	
X-49	Bookworm Girl	After clearing Protagonist's Chapter 1.	2	605	Spear, Bow, Fire	Healing Grape (M) [20%]	3	Tome Tempest	9	80%	5	
X-50	Passionate Peddler	After clearing Protagonist's Chapter 1.	3	983	Sword, Staff, Ice	Inspiring Plum (M) [30%]	5	Poison	8	60%	10	
X-51	Bombastic Boy	After clearing Protagonist's Chapter 1.	3	983	Spear, Dagger, Ice	Ruinous Seed [30%]	5	Flurry [bow]	8	60%	10	
X-52	Tavern Wench	After clearing Protagonist's Chapter 1.	2	605	Spear, Staff, Ice	Olive of Life (M) [20%]	3	Pointed Shot [bow]	9	80%	5	
X-53	Ing the Diarist	Tressa's Chapter 4, part 4-1 to part 4-2 started.	3	983	Spear, Dagger, Ice	Inspiring Plum (M) [30%]	5	—	—	—	—	

\*1: Guide/Allure become available after clearing 21.



Villager

X-11 to X-53

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# EQUIPMENT/ITEM DATA

This section explains the abilities held by weapons and armor, and the detailed effects of items. Refer to the data in this section when trying to get your hands on individual items.

## Equipment/Item Data Layout

### WEAPON DATA

Swords							EQUIPPABLE JOB(S) <b>B</b> Warrior, Thief, Runelord, Warmaster	
NAME	BUY <b>D</b>	SELL <b>E</b>	PA <b>F</b>	EA <b>G</b>	STAT CHANGE <b>H</b>	OTHER EFFECT(S) <b>I</b>	MAIN WAY TO OBTAIN <b>J</b>	
Makeshift <b>C</b> sword	—	—	0	0	—	—	<b>OTHER</b> Automatically equipped when no weapon is assigned	
Long Sword	—	30	8	0	Speed +2	—	<b>OTHER</b> Initially equipped by Olberic/Therion	
Iron Sword	800	200	22	0	Speed +18	—	<b>SHOP</b> Cobbleston (General Store)	

### ARMOR DATA

Body Armor							EQUIPPABLE JOB(S) <b>B</b> All jobs	
NAME	BUY <b>D</b>	SELL <b>E</b>	PD <b>K</b>	ED <b>L</b>	STAT CHANGE <b>H</b>	OTHER EFFECT(S) <b>I</b>	MAIN WAY TO OBTAIN <b>J</b>	
Robe <b>C</b>	—	15	3	7	—	—	<b>OTHER</b> Initially equipped by Altyn/Ophilia/Cyrus	
Leather Vest	—	15	4	5	—	—	<b>OTHER</b> Initially equipped by Primrose/Therion/H'aanit	
Leather Armor	—	15	7	0	—	—	<b>OTHER</b> Initially equipped by Olberic/Tressa	

### ITEM DATA

Consumable Items					MAIN WAY TO OBTAIN	
NAME	BUY <b>D</b>	SELL <b>E</b>	EFFECT <b>M</b>		MAIN WAY TO OBTAIN <b>J</b>	
Healing <b>C</b> <b>C</b> ore	50	5	Restore 500 HP to target ally.		<b>SHOP</b> Cobbleston (General Store)	
Healing Grape (M)	260	26	Restore 1750 HP to target ally.		<b>SHOP</b> Stonegard Valleys (Armorer)	
Healing Grape Bunch	720	72	Restore 900 HP to all allies.		<b>SHOP</b> Everhold (Armorer)	

#### **A** CATEGORY

The item's category.

#### **B** EQUIPPABLE JOBS

The jobs that can equip the category of weapon or armor.

#### **C** NAME

The item's name. All weapons besides staves are listed in order of increasing Physical Attack strength, staves in order of increasing Elemental Attack strength, and armor in order of increasing Physical Defense. All other items are written in order of in-game discovery.

#### **D** BUY

Price when an item is purchased in a shop. Cost is in leaves.

#### **E** SELL

Price when an item is sold in a shop. Cost is in leaves.

#### **F** PHYSICAL ATTACK (PA)

A character's increase Physical Attack when the weapon is equipped.

#### **G** ELEMENTAL ATTACK (EA)

A character's increase Elemental Attack when the weapon is equipped.

#### **H** STAT CHANGE

Stat changes aside from Physical Attack, Physical Defense, Elemental Attack, or Elemental Defense when a piece of weapon or armor is equipped.

#### **I** OTHER EFFECT(S)

Effects aside from stat changes. [Passive] implies that the effect activates upon equipping the equipment, and [Active] implies that the effect activates when unleashing a physical attack with that weapon (including skills).

#### **J** MAIN WAY TO OBTAIN

The main way of obtaining the item. The meaning of each icon is listed below; [added] implies that you can purchase it from a shop after gleaning information from a towns person.

**SHOP** .....Purchase from a shop.

**CHEST** .....Obtain from a treasure chest or hidden item spot. **T** and other icons correspond to treasure chests on the map pages.

**PA** .....Engage or succeed in the indicated Path Action. The target towns person is represented by their icon.

**SS** .....Reward for clearing a side story (page 34).

**ENEMY** .....Sometimes dropped by an enemy upon defeat.

**OTHER** .....Other methods.

#### **K** PHYSICAL DEFENSE (PD)

A character's increased Physical Defense when the weapon is equipped.

#### **L** ELEMENTAL DEFENSE (ED)

A character's increased Elemental Defense when the weapon is equipped.

#### **M** EFFECT

Effect when an item is used.



# Weapon Data

## Swords

EQUIPPABLE JOB(S) Warrior, Thief, Runelord, Warmaster

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Makeshift Sword	—	—	0	0	—	—	OTHER Automatically equipped when no weapon is assigned
Long Sword	—	30	8	0	Speed +2	—	OTHER Initially equipped by Olberic/Therion
Iron Sword	800	200	22	0	Speed +18	—	SHOP Cobbleston (General Store)
Broadsword	—	300	28	0	Speed +22	—	CHEST Ravus Manor Gate 7
Feather Saber	2,200	550	34	0	Accuracy +40	[Active] 5% chance of attacks inflicting Sleep for four turns.	SHOP Lower Bolderfall (Armorer)
Silver Sword	5,600	1,400	52	0	Speed +30	—	SHOP Victors Hollow: Arena Gate (Armorer)
Captain's Sword	—	2,300	60	0	Speed +40	[Active] 5% chance of reducing enemy Physical Defense for four turns.	CHEST Cobbleston 7
Spirit Sword	12,000	3,000	80	60	—	—	SHOP Flamesgrace (Armorer)
Greatsword	7,500	1,800	65	0	Speed +4	—	SHOP Cobbleston (General Store)
Falcon Saber	12,000	3,000	80	0	Accuracy +60	—	SHOP Sunshade (Armorer) [added]
Heavy Blade	—	3,000	85	0	Critical +30	—	CHEST Flamesgrace Cathedral 2
Bastard Sword	15,000	3,800	92	0	Speed +60	—	SHOP Victors Hollow: Arena Gate (Armorer)
Eagle Saber	20,000	5,000	102	0	Accuracy +70	—	SHOP Wellspring (General Store)
Mirage Blade	22,000	5,500	108	0	Critical +50	[Active] 3% chance of attacks inflicting Confusion for four turns.	SHOP Flamesgrace (Armorer)
Moonblade	—	6,000	115	0	Critical +70	—	CHEST The Hollow Throne 7
Snipe Saber	—	6,000	120	0	Accuracy +78	—	CHEST Sewers 2
Refined Sword	26,000	6,500	132	0	Speed +80	—	SHOP Wellspring (General Store)
Knight's Sword	—	6,500	140	0	Speed +88	—	PA Victors Hollow N-39 STEAL PURCHASE
Divine Blade	—	7,500	152	0	Critical +84	—	PA Victors Hollow N-18 STEAL PURCHASE
Platinum Sword	30,000	7,500	166	0	Speed +92	—	SHOP Riverford (General Store)
Angel Saber	—	8,000	185	0	Accuracy +80	[Active] 5% chance of attacks inflicting Sleep for four turns.	CHEST Marsalim Catacombs 2
Blade of Bravery	38,000	9,500	198	0	Critical +90	—	SHOP Riverford (General Store)
Carnage Blade	—	7,000	200	0	—	[Active] 5% chance of reducing enemy Physical Attack for four turns.	CHEST Derelict Mine 1
Great Blade	42,000	11,000	212	0	Critical +80	—	SHOP Wellspring (General Store) [added]
Deathly Blade	—	12,000	219	0	Accuracy +98	[Active] 5% chance of killing the target.	PA Everhold C-07 STEAL PURCHASE
Trinity Sword	46,000	12,000	222	0	Speed +100	—	SHOP Northreach (Armorer)
Unseen Saber	—	13,000	235	0	Evasion +100	[Active] 5% chance of attacks inflicting Confusion for four turns.	CHEST Amphitheatre: Arena 2 1
Enchanted Sword	—	16,000	240	220	Critical +40	—	CHEST Lorn Cathedral: Cellars 1 2
Emperor's Blade	—	14,000	251	0	Accuracy +100	—	PA Marsalim Palace F-12 STEAL PURCHASE
Dragon Saber	58,000	15,000	273	0	Critical +120	—	SHOP Riverford (General Store) [added]
Werner's Sword	—	15,000	299	120	—	[Active] Attacks miss more often, but always crit when they hit.	ENEMY Werner (Olberic's Chapter 4)
Forbidden Blade	—	15,000	310	0	Speed +120	[Active] 5% chance of attacks inflicting increasing Physical Attack for four turns.	CHEST Refuge Ruins 7
Harald's Sword	—	16,000	380	120	—	[Passive] Increases fire damage dealt by 30%.	SS 38 Hello Again, Harald
Battle-tested Blade	—	18,000	400	0	Critical +150	[Active] Increases physical Skill damage dealt by 30%.	PA Wellspring E-14 STEAL PURCHASE

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## Spears

EQUIPPABLE JOB(S) Warrior, Merchant, Starseer, Warmaster

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Makeshift Spear	—	—	0	0	—	—	OTHER Automatically equipped when no weapon is assigned
Spear	—	30	8	0	Speed +2	—	OTHER Initially equipped by Olberic/Tressa
Iron Spear	800	200	23	0	Speed +6	—	SHOP Rippletide (Armorer)
War Spear	1,400	350	34	0	Speed +10	—	SHOP Cobbleston (General Store)
Arcane Glaive	2,400	600	36	38	—	—	SHOP Atlasdam (Armorer)
Memorial Harpoon	—	250	38	0	—	[Active] 5% chance of reducing enemy Speed for four turns.	PA Rippletide V-10 STEAL
Silver Spear	—	1,400	56	0	Speed +24	—	PA Atlasdam Palace S-07 STEAL PURCHASE
War Lance	—	1,900	71	0	Critical +41	—	CHEST Cobbleston 2
Sunlands Spear	8,000	2,000	72	0	Speed +6	[Active] 5% chance of reducing enemy Evasion for four turns.	SHOP Sunshade (Armorer)
Bandit's Spear	10,000	2,500	81	0	Speed +31	—	SHOP Quarrycrest Mines (Armorer)
Heavy Lance	15,000	3,800	96	0	Critical +53	—	SHOP Quarrycrest Mines (Armorer)
Magus Glaive	32,000	8,000	96	162	—	—	SHOP Quarrycrest Mines (Armorer)
Elemental Glaive	—	6,000	104	173	—	—	CHEST Forest of No Return 1
Calamity Spear	—	2,800	111	0	Accuracy -30	—	PA Lower Riverford I-02 STEAL PURCHASE
Jaguar Lance	—	4,500	112	0	Critical +66	—	PA Wellspring E-16 STEAL PURCHASE
Rune Glaive	—	16,000	120	363	Evasion +48	—	PA Grandport Markets X-12 STEAL PURCHASE
Soul Glaive	50,000	13,000	121	252	—	—	SHOP Grandport (Armorer)
Bridge Lance	24,000	6,000	128	0	Critical +71	[Active] 5% chance of attacks inflicting Blindness for four turns.	SHOP Goldshore Manor District (Armorer)



## ◆ SPEARS CONT'D

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Hedgehog Spear	—	7,000	142	0	Speed +84	—	<b>Chests</b> Captains' Bane
Tradewinds Spear	—	17,000	150	380	—	[Passive] Increases wind Skill damage by 30%.	<b>SS 16</b> The Adventures of Ali
Imperial Lance	—	8,500	180	0	Critical +88	—	<b>Chests</b> Northern Wellspring Sands
Platinum Spear	38,000	9,500	196	0	Speed +92	—	<b>Shops</b> Grandport (Armorer)
Miguel's Spear	—	9,000	200	0	Accuracy +88	[Active] 5% chance of reducing enemy Evasion for four turns.	<b>Enemy</b> Miguel (Allyn's Chapter 3)
Victor's Spear	42,000	11,000	212	0	Speed +99	—	<b>Shops</b> Victor's Hollow: Arena Gate (Armorer) [added]
Jade Lance	46,000	12,000	228	0	Critical +115	—	<b>Shops</b> Riverford (General Store)
Scourge Lance	—	14,000	262	0	Critical +122	—	<b>Chests</b> Grandport Sewers 2
Seraphim Spear	58,000	15,000	275	0	Speed +126	[Active] 5% chance of attacks inflicting Confusion for four turns.	<b>Shops</b> Grandport (Armorer) [added]
Forbidden Spear	—	15,000	320	303	Speed -98	—	Quarrycrest
Master's Spear	—	16,000	355	0	Critical +151	—	Marsalim Catacombs
Battle-tested Spear	—	18,000	380	0	Critical +148	[Active] 10% chance of attacks inflicting Blindness for five turns.	Rippletide

## Daggers

EQUIPPABLE JOB(S) **Dancer, Thief, Starseer, Warmaster**

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Makeshift Dagger	—	—	0	0	—	—	<b>Other</b> Automatically equipped when no weapon is equipped.
Dagger	—	30	7	0	Evasion +6	—	<b>Other</b> Initially equipped by Primrose/Therion
Iron Dagger	800	200	20	0	Evasion +16	—	<b>Shops</b> Sunshade (Armorer)
Stinging Dagger	—	350	26	0	Evasion +18	[Active] 5% chance of attacks inflicting Poison for two turns.	<b>Chests</b> Bolderfall
Arcane Knife	2,200	550	32	42	—	—	<b>Shops</b> Cobbleston (General Store)
Beduinding Dagger	—	1,000	48	0	Speed +20	[Active] 5% chance of reducing enemy Accuracy for four turns.	Bolderfall
Falcon Dagger	7,000	1,800	52	0	Evasion +22	—	<b>Shops</b> Stillsnow (General Store)
Piercing Dagger	7,500	1,900	59	0	Evasion +27	—	<b>Shops</b> Sunshade (Armorer)
Silver Dagger	—	2,300	69	0	Evasion +42	—	Victor's Hollow: Arena Gate
Magus Knife	27,000	6,800	75	144	—	[Active] 5% chance of attacks inflicting Sleep for four turns.	<b>Shops</b> East Noblecourt (Armorer)
Swordbreaker	—	2,400	76	0	Critical +46	—	<b>Chests</b> Stillsnow
Chainbreaker	12,000	3,000	82	0	Speed +58	—	<b>Shops</b> Stillsnow (General Store)
Crescent Dagger	—	3,000	88	0	Evasion +57	[Active] 5% chance of attacks inflicting Poison for two turns.	Stillsnow
Trickster's Dagger	20,000	5,000	98	0	Evasion +68	—	<b>Shops</b> Wellspring (General Store)
Soul Knife	37,000	9,300	98	188	—	—	<b>Shops</b> Everhold (Armorer)
Gideon's Dagger	—	5,500	118	0	Speed +61	[Active] 5% chance of reducing enemy Physical Attack for four turns.	<b>Enemy</b> Gideon (Cyrus's Chapter 2)
Rune Knife	—	13,000	128	242	—	—	<b>Enemy</b> Esmeralda (Tressa's Chapter 4)
Gaolbreaker	—	6,300	132	0	Critical +65	—	<b>Chests</b> Rivra Woods
Skybreaker	31,000	7,800	162	0	Critical +73	—	<b>Shops</b> Wellspring (General Store)
Justice Breaker	—	8,300	166	0	Speed +98	—	<b>Chests</b> Undertow Cove
Adamantine Dagger	—	16,000	167	299	—	[Passive] Increases dark damage dealt by 30%.	<b>SS 72</b> Arianna Again (II)
Crimson Dagger	35,000	8,800	172	0	Evasion +101	[Active] 5% chance of reducing enemy Physical Attack for four turns.	<b>Shops</b> Everhold (Armorer)
Assassin's Dagger	40,000	10,000	196	0	Evasion +119	—	<b>Shops</b> East Noblecourt (Armorer)
Heathcote's Dagger	—	17,000	199	346	—	[Passive] Increases fire damage dealt by 30%.	<b>SS 44</b> Heathcote's High Jinks
Doombreaker	43,000	11,000	202	0	Critical +123	—	<b>Shops</b> Northreach (Armorer)
Ultimate Breaker	—	12,000	242	0	Speed +126	[Active] 5% chance of attacks inflicting Confusion for four turns.	Grandport Markets
Legion Dagger	55,000	14,000	263	0	Evasion +129	—	<b>Shops</b> Everhold (Armorer)
Forbidden Dagger	—	15,000	285	155	—	[Passive] Reduces fire and dark damage received by 50%.	<b>Chests</b> Maw of the Ice Dragon
Viper Dagger	—	16,000	332	0	Speed +132	[Active] 5% chance of attacks inflicting Poison for two turns.	<b>Chests</b> Marsalim Catacombs
Battle-tested Dagger	—	18,000	380	0	Evasion +140	[Active] 10% chance of reducing enemy Accuracy for five turns.	Undertow Cove

## Axes

EQUIPPABLE JOB(S) **Apothecary, Hunter, Runelord, Warmaster**

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Makeshift Axe	—	—	0	0	—	—	<b>Other</b> Automatically equipped when no weapon is equipped
Handaxe	—	30	8	0	Accuracy +4	—	<b>Other</b> Initially equipped by Allyn/H'aanit
Iron Axe	800	200	24	0	Accuracy +12	—	<b>Shops</b> Clearbrook (General Store)
Arcane Hatchet	1,800	450	36	36	—	—	<b>Shops</b> Sunshade (Armorer)
Battle Axe	2,000	500	40	0	Accuracy +6	—	<b>Shops</b> S'warkii (General Store)
Enchanted Axe	—	2,000	40	96	—	[Active] 5% chance of attacks inflicting Sleep for four turns.	<b>Chests</b> Canion Caves
Silver Axe	—	750	43	0	Accuracy +12	—	<b>Chests</b> Clearbrook
Magus Hatchet	18,000	4,500	62	120	—	—	<b>Shops</b> Lower Bolderfall (Armorer) [added]
Cleaver	8,000	2,000	70	0	Critical +14	—	<b>Shops</b> Clearbrook (General Store)
Heavy Axe	7,500	1,800	76	0	Accuracy +24	—	<b>Shops</b> Stonegard Valleys (Armorer)
Soul Hatchet	—	6,300	78	147	—	—	<b>Chests</b> Hoarfrost Grotto
Double Tomahawk	—	16,000	95	0	Accuracy +198	[Active] Attack command strikes twice.	Stonegard Valleys
Steel Axe	—	2,000	96	-20	—	[Active] 5% chance of reducing enemy Elemental Attack for four turns.	<b>Chests</b> East Noblecourt
Elemental Hatchet	38,000	9,500	98	206	—	—	<b>Shops</b> Saintsbridge (Armorer) [added]



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NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Rune Hatchet	—	14,000	100	278	—	—	Lord's Manse 2
Spirit Hatchet	—	9,500	102	211	—	—	Grandport Markets
Omar's Axe	—	3,000	102	0	Accuracy +44	—	Omar (Tressa's Chapter 2)
Adamantine Hatchet	44,000	11,000	112	230	—	—	Orewell (General Store)
Viking Axe	16,000	4,000	113	0	Accuracy +38	—	Goldshore Manor District (Armorer)
Silver Axe	—	5,000	122	0	Critical +48	—	The Hollow Throne
Horn Cleaver	22,000	5,500	134	0	Critical +52	—	Stonegard Valleys (Armorer)
Rock Cleaver	—	7,000	156	0	Critical +64	—	The Whitewood
Bear Cleaver	31,000	7,800	181	0	Critical +72	[Active] 5% chance of reducing enemy Physical Attack for four turns.	Saintsbridge (Armorer)
Graviton Axe	34,000	5,500	186	0	Accuracy +74	—	Marsalim (Armorer)
Lizardking's Axe	—	8,500	192	88	—	[Passive] Increases thunder damage dealt by 30%.	Lizardman Chief (Olbic's Chapter 3)
Inferno Axe	—	8,500	199	0	Accuracy +82	[Active] 5% chance of reducing enemy Elemental Defense for four turns.	Quicksand Caves
Hill Cleaver	—	10,000	221	0	Critical +86	—	Orewell
Gargantuan Axe	48,000	12,000	248	0	Accuracy +98	[Active] 5% chance of reducing enemy Physical Defense for four turns.	Marsalim (Armorer)
Golden Axe	—	13,000	265	0	Critical +100	—	Clearbrook
Ogre Cleaver	60,000	15,000	286	0	Critical +110	—	Orewell (General Store) [added]
Battle-tested Axe	—	18,000	350	250	—	[Passive] Increases thunder and ice damage dealt by 30%.	Victors Hollow: Arena Gate
Death Cleaver	—	16,000	380	0	Critical +140	[Active] 5% chance of attacks inflicting Poison for two turns.	Everhold Tunnels
Forbidden Axe	—	15,000	391	0	Accuracy -50 Speed +80	—	Wellspring
Memorial Axe	—	17,000	400	0	Speed +150	[Active] 5% chance of reducing enemy Elemental Defense for four turns.	29 Zeph and Mercedes (II)

## Bows

EQUIPPABLE JOB(S) Hunter, Merchant, Sorcerer, Warmaster

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Makeshift Bow	—	—	0	0	—	—	Automatically equipped when no weapon is equipped
Longbow	—	30	8	1	Accuracy +2	—	Initially equipped by H'aanit/Tressa
Composite Bow	800	200	18	16	Accuracy +20	—	S'warkii (General Store)
Stone Bow	—	400	29	0	Accuracy +33	[Active] 5% chance of attacks inflicting Blindness for four turns.	S'warkii
Arcane Bow	—	700	38	52	—	[Active] 5% chance of reducing enemy Elemental Attack for four turns.	Cobbleston
Wolf's Bow	2,600	650	42	34	Accuracy +22	—	Lower Bolderfall (Armorer)
Killer Bow	8,000	2,000	60	30	Accuracy +30	—	Stonegard Valleys (Armorer)
Heavy Bow	—	3,000	69	66	Accuracy +44	—	Whistling Cavern
Soul Bow	—	3,500	82	72	Accuracy +52	—	Stillsnow
Tomahawk Bow	20,000	5,000	96	84	Accuracy +61	—	Victors Hollow: Arena Gate (Armorer)
Soldier's Longbow	12,000	3,000	98	0	Critical +14	[Active] 5% chance of reducing enemy Physical Defense for four turns.	Stonegard Valleys (Armorer)
Spirit Bow	—	8,000	101	142	—	[Active] 5% chance of attacks inflicting Sleep for four turns.	Marsalim
Shadow Bow	—	5,400	103	0	Accuracy +82	[Active] 5% chance of attacks inflicting Blindness for four turns.	Stonegard Valleys
Marksmen's Longbow	—	4,500	105	0	Critical +22	—	Grandport Markets
Elemental Bow	22,000	5,500	108	98	Accuracy +74	—	Lower Bolderfall (Armorer)
Huntress's Longbow	28,000	7,000	126	0	Critical +43	—	Marsalim (Armorer)
Brilliant Bow	37,000	9,300	152	176	Accuracy +88	—	Marsalim (Armorer)
Adamantine Bow	43,000	11,000	176	209	—	—	Grandport (Armorer)
Pirate's Longbow	35,000	8,800	181	0	Critical +77	—	Grandport (Armorer)
Augmented Bow of the Falcon	—	10,000	182	182	Critical +62	—	Forest of Rubeh 1
Master's Longbow	—	9,800	192	0	Critical +85	[Active] 5% chance of attacks inflicting Poison for two turns.	Northreach
Rune Bow	—	13,000	198	202	Accuracy +96	—	Ruins of Eld 1
Hyperion Bow	59,000	15,000	219	261	Accuracy +115	—	Marsalim (Armorer)
Yeti's Longbow	47,000	12,000	229	0	Critical +95	[Active] 5% chance of attacks inflicting Blindness for four turns.	Northreach (Armorer)
Primeval Bow of Storms	—	17,000	241	342	—	[Passive] Increases wind damage dealt by 30%.	60 Again with Alaic
Holy Longbow	—	14,000	246	0	Critical +103	—	Dragonsong Fane
Improved Bow of the Eagle	—	16,000	276	204	Critical +70	—	Duskbarrow
Forbidden Bow	—	16,000	282	0	Critical +121	[Passive] Raise enemy encounter rate.	Goldshore
Transcendent Bow of Shadows	—	16,000	306	245	—	[Active] 5% chance of attacks inflicting Confusion for four turns.	18 Shadow over the Sands
Battle-tested Bow	—	18,000	384	0	Critical +186	[Active] 10% chance of reducing enemy Physical Defense for five turns.	S'warkii



## Staves

EQUIPPABLE JOB(S) Cleric, Scholar, Sorcerer, Warmaster

NAME	BUY	SELL	PA	EA	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Makeshift Staff	—	—	0	0	—	—	OTHER Automatically equipped when no weapon is equipped
Staff	—	30	1	8	Critical +2	—	OTHER Initially equipped by Ophilia/Cyrus
Stone Rod	800	200	4	22	Evasion +16	—	SHOP Flamesgrace (Armorer)
Light Staff	800	200	8	24	—	—	SHOP Atlasdam (Armorer)
Mace	—	1,400	62	33	Critical +8	—	PA North S'warkii Trail M-20 STEAL PURCHASE
Quartz Rod	2,400	600	12	36	Evasion +10	—	SHOP Flamesgrace (Armorer)
Filial	8,000	2,000	68	42	Critical +14	—	SHOP Quarrycrest Mines (Armorer)
Composite Staff	—	600	18	44	—	[Active] 5% chance of attacks inflicting Sleep for four turns.	PA Flamesgrace P-23 STEAL PURCHASE
Pole Mace	—	3,000	76	51	Critical +23	—	CHEST Untouched Sanctum
Laurel Staff	—	950	24	52	—	—	PA Stonegard B-39 STEAL PURCHASE
War Hammer	30,000	7,500	152	66	Critical +42	—	SHOP Saintsbridge (Armorer)
Oak Staff	8,000	2,000	16	68	—	—	SHOP Saintsbridge (Armorer)
Psychic Staff	—	1,600	0	78	—	[Active] 5% chance of reducing enemy Elemental Defense for four turns.	CHEST Twin Falls
Sturdy Quartz Rod	—	4,500	42	89	Evasion +26	—	CHEST Yvon's Cellar
Staff of Wonders	16,000	4,000	56	92	—	[Active] 5% chance of reducing enemy Elemental Attack for four turns.	SHOP Saintsbridge (Armorer)
Mage's Staff	18,000	4,500	62	96	—	—	SHOP Atlasdam (Armorer) [added]
Sledgehammer	—	8,800	171	98	Critical +60	—	CHEST Forgotten Grotto
Morning Star	42,000	11,000	196	102	Critical +72	—	SHOP Wispermill (General Store)
Black Staff	—	6,000	71	112	—	[Active] 5% chance of attacks inflicting Blindness for four turns.	ENEMY Mystery Man (Ophilia's Chapter 3)
Giant's Club	—	13,000	229	112	Critical +86	—	CHEST Ebony Grotto 1
Sapphire Rod	32,000	8,000	82	158	Evasion +49	—	SHOP Duskbarrow (General Store)
Sturdy Sapphire Rod	—	10,000	89	176	Evasion +62	—	CHEST Loch of the Lost King
Wisdom Staff	40,000	10,000	98	188	—	[Active] 5% chance of attacks inflicting Confusion for four turns.	SHOP Duskbarrow (General Store)
Meteorite Rod	45,000	11,000	96	216	Evasion +77	—	SHOP Duskbarrow (General Store)
Enchanted Rod	—	14,000	91	242	—	[Active] 5% chance of reducing enemy Elemental Defense for four turns.	CHEST Amphitheatre: Balcony 1
Mattias's Scepter	—	15,000	116	268	—	[Active] 5% chance of reducing enemy Elemental Attack for four turns.	ENEMY Mattias (Ophilia's Chapter 4)
Forbidden Staff	—	14,000	-100	285	Critical -50	—	PA Saintsbridge: Cathedral H-09 PURCHASE
Yggdrasil Staff	60,000	15,000	121	289	—	—	SHOP Wispermill (General Store) [added]
Absolute Zero Staff	—	16,000	132	293	—	[Passive] Increases ice damage dealt by 30%.	SS 91 Princess Mary, Redux
Wizard Rod	—	16,000	113	300	—	[Active] 5% chance of attacks inflicting Poison for two turns.	CHEST Shrine of the Archmagus
Knowledge Staff	—	17,000	111	333	Speed +99	—	CHEST Everhold Tunnels
Bishop's Staff	—	18,000	167	352	—	[Passive] Increases light damage dealt by 30%.	PA Flamesgrace Cathedral P-03 STEAL PURCHASE
Battle-tested Staff	—	19,000	212	399	—	[Active] 10% chance of reducing enemy Speed for five turns.	PA Saintsbridge: Cathedral H-06 PURCHASE

## Armor Data

## Shields

EQUIPPABLE JOB(S) All jobs

NAME	BUY	SELL	PD	ED	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Buckler	—	10	3	3	—	—	OTHER Initially equipped by Olberic/Therion/H'aanit/Ophilia/Tressa
Round Shield	600	100	13	15	—	—	SHOP Cobbleston (General Store)
Sturdy Shield	900	150	20	0	—	—	SHOP Lower Bolderfall (Armorer)
Evasive Shield	—	750	21	24	Evasion +56	—	CHEST Ravus Manor Gate
Kite Shield	2,400	500	26	31	—	—	SHOP Stonegard Valleys (Armorer)
Elemental Shield	7,800	1,625	36	74	Evasion -20	—	SHOP Saintsbridge (Armorer)
Spiked Shield	9,600	2,000	44	53	Evasion -20	—	SHOP Stonegard Valleys (Armorer)
Plate Shield	3,120	650	45	0	Evasion -4	—	SHOP Quarrycrest Mines (Armorer)
Gustav's Shield	—	4,000	52	58	Evasion +64	—	ENEMY Gustav (Olberic's Chapter 2)
Tower Shield	14,400	3,000	68	0	Evasion -25	—	SHOP Cobbleston (General Store) [added]
Adamantine Shield	14,400	3,000	76	131	Evasion -61	—	SHOP Orewell (General Store)
Mikk and Makk's Shield	—	7,000	80	80	Evasion +178	—	SS 85 Mikk and Makk Make Good
Knight's Shield	19,200	4,000	92	95	Evasion -95	—	SHOP Marsalim (Armorer)
Force Shield	28,800	6,000	102	102	Evasion -69	—	SHOP Duskbarrow (General Store) [added]
Leviathan Shield	—	4,125	110	0	Evasion -79	[Passive] Reduces ice damage received by 50%.	SS 94 Scourge of the Seas
Forbidden Shield	—	6,500	116	133	Evasion -171	—	PA Grandport Markets X-07 PURCHASE
Gargantuan Shield	24,000	5,000	121	0	Evasion -101	—	SHOP Vectors Hollow: Arena Gate (Armorer) [added]
Battle-tested Shield	—	7,500	132	0	Evasion -88	[Passive] Recover 200 HP and 8 SP at the end of every turn.	PA Marsalim F-27 STEAL PURCHASE



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## Headgear

EQUIPPABLE JOB(S)

All jobs

NAME	BUY	SELL	PD	ED	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Ordinary Hat	—	10	2	5	Elemental Attack +3	—	OTHER Initially equipped by Alfyn/Ophilia/Cyrus
Leather Hat	—	10	3	3	—	—	OTHER Initially equipped by Primrose/Therion/H'aanit
Leather Helm	—	10	4	0	—	—	OTHER Initially equipped by Oiberic/Tressa
Pointed Hat	540	90	9	21	Elemental Attack +8	—	SHOP Flamesgrace (Armorer)
Silver Hairpiece	—	150	10	18	SP +10	—	CHEST Cave of Origin 11
Circlet	1,050	175	15	25	SP +15	—	SHOP Flamesgrace (Armorer)
Feathered Hat	660	110	15	15	—	—	SHOP Sunshade (Armorer)
Black Cap	1,260	225	15	20	Evasion +31	—	SHOP Lower Bolderfall (Armorer)
Bronze Helm	840	140	20	0	—	—	SHOP Cobbleston (General Store)
Headgear	1,120	200	25	26	—	—	SHOP Clearbrook (General Store)
Flying Helm	—	250	26	30	Critical +21	—	PA Atlasdam 5-30 STEAL PURCHASE
Iron Helm	—	165	29	0	—	—	CHEST Ravus Manor Gate 11
Sturdy Helm	1,680	300	35	0	—	—	SHOP Cobbleston (General Store)
Saintly Tiara	2,760	575	36	46	SP +21	—	SHOP Sunshade (Armorer)
Snowy Hood	3,000	625	38	42	Evasion +47	—	SHOP Stillsnow (General Store)
Chakra Band	2,640	550	40	52	Elemental Attack +38	—	SHOP Rippletide (Armorer)
Falcon Hat	6,960	1,450	48	54	Evasion +79	—	SHOP Stonegard Valleys (Armorer)
Hasty Helm	—	1,500	50	56	Speed +78	—	CHEST Tomb of Kings 12
Golden Hairpiece	6,000	1,250	52	68	SP +36	—	SHOP East Noblecourt (Armorer)
Bishop's Hat	—	1,300	54	96	Elemental Attack +56	—	PA Noblecourt 1-20 STEAL PURCHASE
Silver Helm	3,600	750	55	0	—	—	SHOP Stonegard Valleys (Armorer)
Starlight Hat	7,200	1,500	61	79	—	—	SHOP Saintsbridge (Provisioner)
Elemental Hat	12,000	2,500	68	112	Elemental Attack +61	—	SHOP Stillsnow (General Store)
Horned Helm	—	1,750	71	0	—	—	PA Trail to the Whitewood 0-25 STEAL PURCHASE
Gareth's Helm	—	2,125	78	73	Critical +53	—	ENEMY Gareth (Therion's Chapter 3)
Enchanted Circlet	14,400	3,000	79	104	SP +53	—	SHOP Duskbarrow (General Store)
Silent Bandana	15,600	3,250	82	78	Evasion +111	—	SHOP Saintsbridge (Provisioner)
Historian's Hat	—	3,750	82	134	—	[Passive] Recover 3 SP at the end of every turn.	SS 12 Noelle, Seeker of Knowledge (III)
Veteran's Helm	—	2,250	82	58	—	[Passive] Recover 100 HP at the end of every turn.	SS 82 The Price of Vengeance
Grand Helm	9,600	2,000	89	0	—	—	SHOP Sunshade (Armorer)
Fur Cap	—	3,000	91	96	—	—	PA Grandport Markets 1-31 STEAL PURCHASE
Teacher's Hat	—	5,500	96	133	—	[Passive] Reduces thunder damage received by 25%.	SS 88 Theracio's Tutelage (III)
Hypno's Crown	—	8,000	98	162	SP +72	—	CHEST Moldering Ruins 12
Oasis Hat	18,000	3,750	103	112	—	—	SHOP Everhold (Armorer)
Adamantine Hat	—	7,500	104	180	Elemental Attack +88	—	CHEST Maw of the Ice Dragon 12
Revello's Helm	—	3,750	106	78	—	[Passive] Reduces dark damage received by 25%.	SS 48 Revello and Odette
Monster Trainer's Hat	—	5,500	115	115	—	[Passive] Reduces wind damage received by 25%.	SS 63 Ashlan the Beastmaster (III)
Imperial Helm	—	3,750	124	0	—	—	CHEST Hidden Path to Lord's Manor 11
Adventurer's Hat	—	5,500	133	0	—	[Passive] Reduces light damage received by 25%.	SS 99 Le Mann, Explorer Extraordinaire (III)
Platinum Helm	21,600	4,500	137	0	—	—	SHOP Riverford (General Store)
Dragon's Helm	33,600	7,000	152	0	—	—	SHOP Grandport (Armorer) [added]
Crystal Helm	—	8,750	180	0	—	—	CHEST Dragonsong Fane 12

## Body Armor

EQUIPPABLE JOB(S)

All jobs

NAME	BUY	SELL	PD	ED	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Robe	—	15	3	7	—	—	OTHER Initially equipped by Alfyn/Ophilia/Cyrus
Leather Vest	—	15	4	5	—	—	OTHER Initially equipped by Primrose/Therion/H'aanit
Leather Armor	—	15	7	0	—	—	OTHER Initially equipped by Oiberic/Tressa
Linen Robe	960	160	13	33	Elemental Attack +8	—	SHOP Flamesgrace (Armorer)
Bronze Vest	1,080	180	19	24	—	—	SHOP Sunshade (Armorer)
Black Attire	1,800	300	20	26	Evasion +42	—	SHOP Lower Bolderfall (Armorer)
Traditional Dancer Garb	—	225	20	22	SP +12	—	CHEST Sunshade 11
Fur Robe	1,800	300	24	64	Elemental Attack +14	—	SHOP Sunshade (Armorer)
Wind Attire	—	250	24	26	Speed +22	—	CHEST Ravus Manor 11
Bronze Armor	1,200	200	28	0	—	—	SHOP Cobbleston (General Store)
Peacebringer's Garb	—	365	30	39	HP +98	—	PA Flamesgrace 1-22 STEAL PURCHASE
Sturdy Vest	2,100	350	32	42	—	—	SHOP Flamesgrace (Armorer)
Iron Vest	—	380	36	49	—	—	PA Clearbrook 1-20 STEAL PURCHASE
Snowy Cape	3,640	700	39	43	Evasion +51	—	SHOP Stillsnow (General Store)
Sturdy Armor	2,550	425	42	0	—	—	SHOP Atlasdam (Armorer)
Sorcerer's Robe	3,640	700	43	82	SP +21	—	SHOP Saintsbridge (Armorer)



## ◇ BODY ARMOR CONT'D

NAME	BUY	SELL	PD	ED	STAT CHANGE	OTHER EFFECT(S)	MAIN WAY TO OBTAIN
Iron Armor	—	450	50	0	—	—	PA Atlasdam
Silver Vest	4,160	800	60	68	—	—	SHOP Cobbleston (General Store)
Elemental Robe	8,160	1,700	72	124	Elemental Attack +36	—	SHOP Stonegard Valleys (Armorer)
Falcon Garb	8,160	1,700	78	84	Evasion +82	—	SHOP S'warkii (General Store) [added]
Spiked Vest	—	875	80	100	—	—	CHEST Secret Path to the Obsidian Parlor
Rainbow Robe	—	3,750	82	167	—	—	PA Saintsbridge
Silver Armor	4,680	900	86	0	—	—	SHOP Stonegard Valleys (Armorer)
Elemental Light Armor	16,800	3,500	86	108	Speed +72	—	SHOP Clearbrook (General Store) [added]
Elemental Heavy Armor	19,200	4,000	90	116	Elemental Attack +42	—	SHOP Goldshore Manor District (Armorer) [added]
Grand Vest	5,640	1,800	90	102	—	—	SHOP Wellspring (General Store)
Spiked Armor	—	1,050	92	0	—	—	CHEST Stonegard Valleys
Obsidian Garb	—	2,000	98	112	Critical +96	—	ENEMY Obsidian Officer (Primrose's Chapter 3)
Primereal Robe	19,200	4,000	99	198	SP +35	—	SHOP Duskbarrow (General Store)
Exotic Garb	—	2,500	102	121	—	[Passive] Recover 3 SP at the end of every turn.	SS  Lost in Transition
Silent Cape	19,200	4,000	102	114	Evasion +147	—	SHOP Everhold (Armorer)
Sorcerer's Robe	—	8,500	107	282	Elemental Attack +50	—	PA Everhold
Ardante Attire	—	6,250	108	186	SP +42	—	SS  Sir Miles, Servant of the Flame (III)
Fur Coat	14,400	3,000	112	112	—	—	SHOP Atlasdam (Armorer) [added]
Vendetta Coat	—	5,500	116	128	HP +617	—	ENEMY Simeon, Phase 2 (Primrose's Chapter 4)
Imperial Vest	19,200	4,000	120	132	—	—	SHOP Stonegard Valleys (Armorer) [added]
Robe of the Dragon Princess	—	6,000	121	136	Critical +129	—	CHEST Grandport Sewers 2
Grand Armor	9,600	2,000	122	0	—	—	SHOP Wellspring (General Store)
Ethereal Dancer Garb	—	8,500	122	134	Evasion +166	—	CHEST Amphitheatre: Arena 1
Robe of the Flame	—	10,500	126	317	SP +56	—	PA Victors Hollow
High House's Armor	—	7,500	136	155	—	[Passive] Recover 100 HP at the end of every turn.	SS  Ria, Born to Roam (III)
Platinum Vest	21,600	4,500	140	154	—	—	SHOP Northreach (Armorer)
High House's Armor	—	8,000	158	78	—	[Passive] Reduces fire damage received by 25%.	CHEST Marsalim Palace
Imperial Armor	—	5,000	173	0	—	—	CHEST Forest of Rubeh
Dragon's Vest	43,200	9,000	183	185	—	—	SHOP Northreach (Armorer) [added]
Platinum Armor	26,400	5,500	202	0	—	—	SHOP Marsalim (Armorer)
Crystal Vest	—	11,500	205	205	—	—	PA Victors Hollow: Arena Gate
Confessional Armor	—	8,000	212	0	—	[Passive] Reduces ice damage received by 25%.	SS  Russell's Repentance
Dragonscale Armor	—	10,000	235	0	Critical +108	—	PA Marsalim
Crystal Armor	—	12,500	300	0	—	—	PA Cobbleston

## Accessories

EQUIPPABLE JOB(S) All jobs

NAME	BUY	SELL	EFFECT	MAIN WAY TO OBTAIN
Spurning Ribbon	—	4,100	[Passive] Prevents enemy encounters.	SS
Alluring Ribbon	—	1,300	[Passive] Raise enemy encounter rate.	SS  In Search of the Unknown
Captain's Badge	—	3,200	[Passive] 150% acquired EXP.	SS  Back with Bale
Badge of Friendship	—	3,200	[Passive] 150% acquired JP.	SS  Friends Again
Dragon's Scarf	—	4,100	[Passive] Recover 6 SP at the end of every turn.	SS  Here Be Dragons
Beasty Scarf	—	4,100	[Passive] Recover 100 HP at the end of every turn.	SS  A Cub with No Name
Royal Crest	—	1,600	HP +600.	SS  A Royal Secret
Gravekeeper's Mark	—	1,600	SP +50.	SS  The Gravekeeper's Grief
Physical Belt	—	1,600	Physical Attack +65, Physical Defense +50.	PA East Noblecourt
Mental Belt	—	1,600	Elemental Attack +65, Elemental Defense +50.	PA Saintsbridge: Cathedral
Blessed Blazon	—	5,400	Physical Defense +100, Elemental Defense +100.	SS  Keeping Up with the Wyndhams
Blazon of Protection	—	1,100	Physical Defense +30, Elemental Defense +30.	PA Victors Hollow: Arena Gate
Mighty Belt	—	1,000	Physical Attack +50.	PA Rippletide
Elemental Augmentor	—	1,000	Elemental Attack +100.	PA Stonegard Valleys
Guardian Amulet	—	1,100	Physical Defense +65.	PA Stonegard Heights
Elemental Ward	—	1,300	Elemental Defense +65.	SS  Left Behind
Empowering Necklace	—	5,000	HP +1000.	PA Western Wispermill Flats
Enlightening Necklace	—	5,000	SP +80.	PA Wispermill
Protective Necklace	—	5,000	Physical Defense +80, Elemental Defense +80.	PA Grandport Markets
Unerring Necklace	—	4,000	Accuracy +80.	PA Saintsbridge: Cathedral
Enlightening Necklace	—	4,000	Evasion +80.	CHEST Grimsand Ruins 2
Enlightening Necklace	—	4,000	Speed +80.	PA Stonegard Heights
Critical Necklace	—	4,000	Critical +80.	PA Marsalim
Empowering Bracelet	6,500	1,600	HP +500.	SHOP Saintsbridge (Armorer) [added]
Stimulating Bracelet	6,500	1,600	SP +50.	SHOP Saintsbridge (Armorer) [added]
Protective Bracelet	6,500	1,600	Physical Defense +50, Elemental Defense +50.	SHOP Wispermill (General Store)



NAME	BUY	SELL	EFFECT	MAIN WAY TO OBTAIN
Unerring Bracelet	5,800	1,500	Accuracy +50.	Grandport (Armorer)
Enlightening Bracelet	5,800	1,500	Evasion +50.	Everhold (Armorer)
Sprightly Bracelet	5,800	1,500	Speed +50.	Riverford (General Store) [added]
Critical Bracelet	5,800	1,500	Critical +50.	Northreach (Armorer)
Empowering Ring	3,000	750	HP +200.	Stillsnow (General Store) [added]
Stimulating Ring	3,000	750	SP +30.	Goldshore Manor District (Armorer)
Protective Ring	3,000	750	Physical Defense +20, Elemental Defense +20.	Goldshore Manor District (Armorer)
Unerring Ring	2,200	550	Accuracy +20.	Goldshore Manor District (Armorer)
Enlightening Ring	2,200	550	Evasion +20.	Saintsbridge (Provisioner)
Sprightly Ring	2,200	550	Speed +20.	Victors Hollow: Arena Gate (Armorer)
Critical Ring	2,200	550	Critical +20.	Victors Hollow: Arena Gate (Armorer)
Empowering Earring	360	90	HP +50.	Atlasdam (Armorer) [added]
Stimulating Earring	360	90	SP +10.	Atlasdam (Armorer) [added]
Protective Earring	360	90	Physical Defense +10, Elemental Defense +10.	Sunshade (Armorer)
Unerring Earring	280	70	Accuracy +10.	Lower Bolderfall (Armorer)
Enlightening Earring	280	70	Evasion +10.	Lower Bolderfall (Armorer)
Sprightly Earring	280	70	Speed +10.	Flamesgrace (Armorer)
Critical Earring	280	70	Critical +10.	Flamesgrace (Armorer)
Weaver's Charm	—	1,800	[Passive] Reduces fire and light damage received by 25%.	46 The Weaver's Predicament
Gentleman's Charm	—	1,800	[Passive] Reduces thunder and dark damage received by 25%.	32 A Corpse with No Name
Gourmet's Charm	—	1,300	[Passive] Reduces ice and wind damage received by 25%.	17 In Search of Sweets
Inferno Amulet	—	3,400	[Passive] Reduces fire damage received by 99%.	Amphitheatre: Arena
Blizzard Amulet	—	3,400	[Passive] Reduces ice damage received by 99%.	Lord's Manse
Tempest Amulet	—	3,400	[Passive] Reduces wind damage received by 99%.	Marsalim Palace
Thunderstorm Amulet	—	3,400	[Passive] Reduces thunder damage received by 99%.	Moldering Ruins
Void Amulet	—	3,400	[Passive] Reduces dark damage received by 99%.	Ruins of Eld 2
Gleaming Amulet	—	3,400	[Passive] Reduces light damage received by 99%.	Grimsand Ruins 2
Fire Amulet	—	1,600	[Passive] Reduces fire damage received by 50%.	The Spectrewood
Ice Amulet	—	1,600	[Passive] Reduces ice damage received by 50%.	Rivira Woods
Wind Amulet	—	1,600	[Passive] Reduces wind damage received by 50%.	West Noblecourt Flats
Thunderstorm Amulet	—	1,600	[Passive] Reduces thunder damage received by 50%.	Victors Hollow: Arena Gate
Dark Amulet	—	1,600	[Passive] Reduces dark damage received by 50%.	Victors Hollow: Arena Gate
Light Amulet	—	1,600	[Passive] Reduces light damage received by 50%.	Black Market
Antidote Stone	—	1,800	[Passive] Prevents Poison.	The Hollow Throne
Wakeful Stone	—	1,800	[Passive] Prevents Sleep.	Tomb of the Imperator
Articulate Stone	—	1,800	[Passive] Prevents Silence.	Rippletide
Bright Stone	—	1,800	[Passive] Prevents Blindness.	Yvon's Cellar
Calm Stone	—	1,800	[Passive] Prevents Terror.	Quicksand Caves
Clarity Stone	—	1,800	[Passive] Prevents Confusion.	Farshore
Conscious Stone	—	1,800	[Passive] Prevents Unconsciousness.	Derelict Mine
Vivifying Stone	—	1,800	[Passive] Prevents instant KO.	Forgotten Grotto

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## Consumable Items

NAME	BUY	SELL	EFFECT	MAIN WAY TO OBTAIN
Healing Grape	50	5	Restore 500 HP to target ally.	Cobbleston (General Store)
Healing Grape (M)	260	26	Restore 1750 HP to target ally.	Stonegard Valleys (Armorer)
Healing Grape Bunch	720	72	Restore 900 HP to all allies.	Everhold (Armorer)
Inspiring Plum	240	24	Restore 40 SP to target ally.	Cobbleston (General Store)
Inspiring Plum (M)	900	90	Restore 100 SP to target ally.	Everhold (Armorer)
Inspiring Plum Basket	—	216	Restore 45 SP to all allies.	Yvon's Cellar
Energizing Pomegranate	—	30	Grant 1 BP to target ally.	North Stonegard Pass
Energizing Pomegranate (M)	—	76	Grant 2 BP to target ally.	Yvon's Cellar
Energizing Pomegranate (L)	—	336	Grant 4 BP to target ally.	Everhold Tunnels
Relishing Jam	—	1,500	Restore all HP and SP for target ally.	The Spectrewood
Revitalizing Jam	—	2,000	Restore all HP and SP, max out BP for target ally.	Shrine of the Runeblade
Olive of Life	500	50	Revive a fallen ally, restore 500 HP.	Cobbleston (General Store)
Olive of Life (M)	3,000	300	Revive a fallen ally, restore 2000 HP.	Stonegard Valleys (Armorer)
Olive of Life (L)	—	2,000	Revive a fallen ally, restore 9999 HP.	Derelict Mine
Herb of Healing	30	3	Cure a single ally of Poison.	Sunshade (Armorer)



## ◆ CONSUMABLE ITEMS CONT'D

NAME	BUY	SELL	EFFECT	MAIN WAY TO OBTAIN
Herb of Clamor	30	3	Cure a single ally of Silence.	Cobbleston (General Store)
Herb of Light	30	3	Cure a single ally of Blindness.	Sunshade (Armorer)
Herb of Clarity	30	3	Cure a single ally of Confusion.	Everhold (Armorer)
Herb of Awakening	30	3	Cure a single ally of Sleep.	Cobbleston (General Store)
Herb of Valor	30	3	Cure a single ally of Terror.	Everhold (Armorer)
Herb of Revival	30	3	Cure a single ally of Unconsciousness.	Cobbleston (General Store)
Bottle of Poison Dust	—	20	40% chance of inflicting Poison on a single foe for three turns.	Duskbarrow
Bottle of Blinding Dust	—	20	65% chance of inflicting Blindness on a single foe for three turns.	Tomb of Kings
Bottle of Befuddling Dust	—	20	65% chance of inflicting Confusion on a single foe for three turns.	Ravus Manor
Bottle of Sleeping Dust	—	20	65% chance of inflicting Sleep on a single foe for three turns.	Marsaim
Fire Soulstone	—	20	Deals 200 fire damage to all foes.	Brigand's Den
Fire Soulstone (M)	—	170	Deals 1100 fire damage to all foes.	The Spectrewood
Fire Soulstone (L)	—	630	Deals 2700 fire damage to all foes.	Stonegard Heights
Ice Soulstone	—	20	Deals 200 ice damage to all foes.	S'wark
Ice Soulstone (M)	—	170	Deals 1100 ice damage to all foes.	Saintsbridge
Ice Soulstone (L)	—	630	Deals 2700 ice damage to all foes.	Farshore
Thunder Soulstone	—	20	Deals 200 lightning damage to all foes.	Eastern Sunshade Sands
Thunder Soulstone (M)	—	170	Deals 1100 lightning damage to all foes.	Wellspring
Thunder Soulstone (L)	—	630	Deals 2700 lightning damage to all foes.	Eastern Wellspring Sands
Wind Soulstone	—	20	Deals 200 wind damage to all foes.	South Bolderfall Pass
Wind Soulstone (M)	—	170	Deals 1100 wind damage to all foes.	Quarrycrest
Wind Soulstone (L)	—	630	Deals 2700 wind damage to all foes.	North Riverford Traverse
Light Soulstone	—	20	Deals 200 light damage to all foes.	Mountain Pass
Light Soulstone (M)	—	170	Deals 1100 light damage to all foes.	North Stonegard Pass
Light Soulstone (L)	—	630	Deals 2700 light damage to all foes.	Yvon's Cellar
Shadow Soulstone	—	20	Deals 200 dark damage to all foes.	Sunshade Catacombs
Shadow Soulstone (M)	—	170	Deals 1100 dark damage to all foes.	Path to the Forgotten Grotto
Shadow Soulstone (L)	—	630	Deals 2700 dark damage to all foes.	Forest of No Return
Nourishing Nut	—	100	Increase target ally's max HP by 75 (permanent).	Sunshade Tavern
Nourishing Nut (M)	—	240	Increase target ally's max HP by 150 (permanent).	Victors Hollow
Nourishing Nut (L)	—	576	Increase target ally's max HP by 300 (permanent).	Riverford
Invigorating Nut	—	100	Increase target ally's max SP by 3 (permanent).	Cave of Rhyo
Invigorating Nut (M)	—	240	Increase target ally's max SP by 6 (permanent).	Orewell
Invigorating Nut (L)	—	576	Increase target ally's max SP by 12 (permanent).	Sunshade
Fortifying Nut	—	100	Increase target ally's Physical Attack by 7 (permanent).	Flamesgrace Cathedral
Fortifying Nut (M)	—	240	Increase target ally's Physical Attack by 14 (permanent).	Stonegard Heights
Fortifying Nut (L)	—	576	Increase target ally's Physical Attack by 28 (permanent).	Saintsbridge
Tough Nut	—	100	Increase target ally's Physical Defense by 7 (permanent).	Carrion Caves
Tough Nut (M)	—	240	Increase target ally's Physical Defense by 14 (permanent).	Stonegard
Tough Nut (L)	—	576	Increase target ally's Physical Defense by 28 (permanent).	Riverford
Magic Nut	—	100	Increase target ally's Elemental Attack by 7 (permanent).	North Cobbleston Gap
Magic Nut (M)	—	240	Increase target ally's Elemental Attack by 14 (permanent).	Grandport
Magic Nut (L)	—	576	Increase target ally's Elemental Attack by 28 (permanent).	Northreach
Resistant Nut	—	100	Increase target ally's Elemental Defense by 7 (permanent).	Clearbrook
Resistant Nut (M)	—	240	Increase target ally's Elemental Defense by 14 (permanent).	Trail to the Whitewood
Resistant Nut (L)	—	576	Increase target ally's Elemental Defense by 28 (permanent).	Northreach
Sharp Nut	—	100	Increase target ally's Accuracy by 7 (permanent).	Untouched Sanctum
Sharp Nut (M)	—	240	Increase target ally's Accuracy by 14 (permanent).	Goldshore Manor District
Sharp Nut (L)	—	576	Increase target ally's Accuracy by 28 (permanent).	Moldering Ruins
Slippery Nut	—	100	Increase target ally's Evasion by 7 (permanent).	North S'wark Trail
Slippery Nut (M)	—	240	Increase target ally's Evasion by 14 (permanent).	Atlasdam Palace Gate
Slippery Nut (L)	—	576	Increase target ally's Evasion by 28 (permanent).	63 Ashlan the Beastmaster (III)
Critical Nut	—	100	Increase target ally's Critical by 7 (permanent).	Western Flamesgrace Wilds
Critical Nut (M)	—	240	Increase target ally's Critical by 14 (permanent).	West Goldshore Coast
Critical Nut (L)	—	576	Increase target ally's Critical by 28 (permanent).	Riverford
Light Nut	—	100	Increase target ally's Speed by 7 (permanent).	Hoarfrost Grotto
Light Nut (M)	—	240	Increase target ally's Speed by 14 (permanent).	Grandport
Light Nut (L)	—	576	Increase target ally's Speed by 26 (permanent).	Grandport Markets
Candy	—	5	Restore 30 HP to target ally.	Cobbleston
Tree Seed	—	5	Restore 6 SP to target ally.	Bolderfall
Poysenberry	—	130	Inflict Poison on target ally for five turns.	Researcher III (Yvon's Birthplace)
Pseudo Cider	—	30	Reduce Physical Defense and Elemental Defense on target ally for five turns.	Researcher II (Yvon's Birthplace)
Red Apple	—	10	Max out target ally's BP.	Darius (Therion's Chapter 4)
Bottled Breath	—	10	Deal 931 damage to all enemies and allies.	Researcher I (Yvon's Birthplace)
Monster Perfume	—	40	Restore 30% of max HP to all enemies.	Senior Cultist I (Ebony Grotto)
Ali's Bread	—	5	Restore 250 HP to target ally.	Sunshade
Joshua's Poem	—	15	Restore 10% of max HP and SP to target ally.	Northreach
Herb-of-grace	—	1	Cure a single ally of Petrification.	Obtained during H'aanit's Chapter 3.



## Sellable Items

NAME	BUY	SELL	MAIN WAY TO OBTAIN
Scrap of Rope	—	5	<b>CHEST</b> Refuge Ruins
Stuffed Toy	—	50	<b>PA</b> Saintsbridge: Upstream <b>H-12</b> <b>STEAL</b>
Glass Marble	—	5	<b>PA</b> Moonstruck Coast <b>W-06</b> <b>STEAL</b>
Handkerchief	—	6	<b>PA</b> Saintsbridge: Upstream <b>H-12</b> <b>STEAL</b>
Hip Flask	—	10	<b>PA</b> West Clearbrook Traverse <b>G-25</b> <b>CHALLENGE</b> <b>PROVOKE</b>
Mysterious Seed	—	5	<b>PA</b> Riverford <b>I-19</b> <b>STEAL</b> <b>PURCHASE</b>
Fish Tooth	—	5	<b>PA</b> Quarrycrest Mines <b>K-13</b> <b>STEAL</b> <b>PURCHASE</b>
Mysterious Ore	—	14	<b>PA</b> Marsalim <b>F-29</b> <b>STEAL</b> <b>PURCHASE</b>
Hairbrush	—	200	<b>PA</b> Saintsbridge: Upstream <b>H-12</b> <b>STEAL</b>
Empty Coin Pouch	—	15	<b>CHEST</b> Stonegard Heights
Coin Pouch	—	500	<b>CHEST</b> Grandport
Odds and Ends	—	700	<b>CHEST</b> Marsalim Palace
Large Feather	—	200	<b>CHEST</b> Stonegard
Outious Gold Ore	—	750	<b>CHEST</b> Clearbrook
Pseudo Gold	—	20	<b>CHEST</b> Quarrycrest
Fool's Gold Ore	—	4,000	<b>CHEST</b> Spectrewood Path
Copper Lantern	—	600	<b>CHEST</b> Brigand's Den
Bone	—	1	<b>CHEST</b> Yvon's Birthplace
Weathered Boots	—	5	<b>CHEST</b> Refuge Ruins
Dirty Ball of Cloth	—	2	<b>CHEST</b> Ravus Manor Gate
Necklace	—	6	<b>PA</b> Grandport Markets <b>X-23</b> <b>STEAL</b>
Small Cup	—	200	<b>CHEST</b> Atlasdam Palace

NAME	BUY	SELL	MAIN WAY TO OBTAIN
Silver Clock	—	600	<b>CHEST</b> Riverford
Portrait with a Kiss	—	15	<b>PA</b> Sunshade <b>D-14</b> <b>STEAL</b> <b>PURCHASE</b>
Novice Adventurer Guide	—	800	<b>CHEST</b> East Noblecourt
Rare Stone	—	3,000	<b>CHEST</b> Everhold
Heavy Coin Pouch	—	2,200	<b>CHEST</b> Wellspring
Commemorative Coin	—	25,000	<b>CHEST</b> Wispermill
Silver-filled Pouch	—	8,000	<b>CHEST</b> Stonegard
Feather Duster	—	15	<b>PA</b> Atlasdam <b>S-32</b> <b>CHALLENGE</b> <b>PROVOKE</b>
Cat's Eye	—	20,000	<b>CHEST</b> Western Wispermill Flats
Tagged Collar	—	50	<b>PA</b> Grandport Markets <b>X-07</b> <b>STEAL</b> <b>PURCHASE</b>
Old Coin	—	1,500	<b>CHEST</b> Mountain Pass
Copper-filled Pouch	—	3,000	<b>CHEST</b> The Spectrewood
Curious Antique	—	9,500	<b>CHEST</b> Tomb of Kings
Dazzling Artwork	—	15,000	<b>CHEST</b> Grandport Bazaar
Rusty Cup	—	50	<b>CHEST</b> Refuge Ruins
Old Coin	—	25	<b>CHEST</b> Refuge Ruins
Map Fragment	—	40	<b>CHEST</b> Refuge Ruins

### INDEX

Weapon Data

Armor Data

Item Data

## Materials

	NAME	BUY	SELL	EFFECT	MAIN WAY TO OBTAIN
MATERIAL A	Soothing Seed	5	1	Single ally/small recovery Concoct material.	<b>SHOP</b> Cobbleston (General Store)
	Soothing Dust	100	10	All allies/small recovery Concoct material.	<b>SHOP</b> Sunshade (Armorer)
	Purifying Seed	2,600	260	Single ally/large recovery Concoct material.	<b>SHOP</b> Everhold (Armorer)
	Purifying Dust	3,200	320	All allies/large recovery Concoct material.	<b>SHOP</b> Stonegard Valleys (Armorer)
	Injurious Seed	5	1	Single enemy/low damage Concoct material.	<b>SHOP</b> Sunshade (Armorer)
	Injurious Dust	100	10	All enemies/low damage Concoct material.	<b>SHOP</b> Stonegard Valleys (Armorer)
	Ruinous Seed	2,600	260	Single enemy/high damage Concoct material.	<b>SHOP</b> Everhold (Armorer)
	Ruinous Dust	3,200	320	All enemies/high damage Concoct material.	<b>SHOP</b> Everhold (Armorer)
MATERIAL B	Noxroot	5	1	[Healing] Small HP recovery & cure Poison. [Hazardous] Fire damage & inflict Poison.	<b>SHOP</b> Sunshade (Armorer) <b>SHOP</b> Clearbrook (General Store)
	Sleepweed	—	1	[Healing] Small HP recovery & cure Sleep. [Hazardous] Ice damage & inflict Sleep.	<b>ENEMY</b> Cliff Birdian II (North Bolderfall Pass), Sea Birdian II (Path to the Caves of Maya)
	Addlewort	—	1	[Healing] Small HP recovery & cure Confusion. [Hazardous] Light damage & inflict Confusion.	<b>ENEMY</b> Egging (North Bolderfall Pass), River Fly (Whistling Cavern)
	Essence of Grape	40	4	[Healing] large HP recovery. [Hazardous] Wind damage & reduce Physical Defense.	<b>SHOP</b> Cobbleston (General Store) <b>SHOP</b> Everhold (Armorer)
	Essence of Plum	—	20	[Healing] SP recovery. [Hazardous] Thunder damage & reduce Elemental Defense.	<b>ENEMY</b> Ice Lizardman II (Path to the Cave of Origin), Sand Lizardman II (Sunshade Catacombs)
	Essence of Pomegranate	—	26	[Healing] BP recovery. [Hazardous] Dark damage & reduce Speed.	<b>ENEMY</b> Giant Scorpion (Northern Wellspring Sands), Giant Slug (Path of Rhiyo)
	Olive Bloom	—	45	[Healing] HP recovery & revival. [Hazardous] Wind damage & reduce Evasion.	<b>ENEMY</b> Highland Goat (South Cobbleston Gap, North Cobbleston Gap), Sandworm (Northern Wellspring Sands)
	Curious Bloom	—	50	[Healing] HP recovery & various effects (depends on Material A). [Hazardous] Elemental attack (depends on Material A) & additional effect from Dust material.	<b>ENEMY</b> Vampire Bat (Ebony Grotto), Black Bat (Brigand's Den)

## Valuables

NAME	HOW TO GET
Translated Tome	<b>OTHER</b> Obtained during Cyrus's Chapter 2
From the Far Reaches of Hell	<b>OTHER</b> Obtained during Cyrus's Chapter 4
Letter from Master	<b>OTHER</b> Obtained during H'aanit's Chapter 2
Herb-of-grace	<b>OTHER</b> Obtained during H'aanit's Chapter 3
Blue Swordfish	<b>OTHER</b> Obtained during Tressa's Chapter 1
Bottle of Wine	<b>PA</b> Wellspring <b>E-10</b> <b>STEAL</b> <b>PURCHASE</b> <b>V-16</b> <b>PURCHASE</b>
Sleepweed	<b>PA</b> Rippletide <b>V-14</b> <b>PURCHASE</b>
Anonymous Diary	<b>OTHER</b> Obtained during Tressa's Chapter 1

NAME	HOW TO GET
Nondescript Stone	<b>PA</b> Quarrycrest Mines <b>K-02</b> <b>PURCHASE</b>
Skystone	<b>OTHER</b> Obtained during Tressa's Chapter 2
Edbart's Shield	<b>PA</b> Victors Hollow: Arena Gate <b>N-20</b> <b>PURCHASE</b>
Antique Map	<b>OTHER</b> Obtained during Tressa's Chapter 3
Eldrite	<b>OTHER</b> Obtained during Tressa's Chapter 3
Letter from Baltazar	<b>OTHER</b> Obtained during Tressa's Chapter 3
Aelfric's Lantern	<b>OTHER</b> Obtained during Ophilia's Chapter 1
Letter of Introduction	<b>PA</b> Lower Bolderfall <b>J-36</b> <b>STEAL</b>
Oasis Water	<b>PA</b> Noblecourt <b>T-14</b> <b>STEAL</b>



## ◆ VALUABLES CONT'D

NAME	HOW TO GET
Wyvern Scale	PA East Noblecourt T-30 STEAL
Crystal Ore	PA Noblecourt T-06 STEAL
Crystal Ore	OTHER Obtained during Therion's Chapter 2
Aristocrat's Mask	PA Southern Wellspring Sands E-25 STEAL
Attendant's Mask	PA Southern Wellspring Sands E-27 STEAL
Black Market Inventory	PA Wellspring E-09 STEAL
Brigand Leader's Garb	PA Northreach R-09 STEAL
Brigand's Garb	PA Northreach R-01 STEAL
Allyn's Satchel	OTHER Initially in Allyn's possession
Zeph's Satchel	OTHER Obtained during Allyn's Chapter 1
House Azelhart Dagger	OTHER Initially in Primrose's possession
Yusufa's Handkerchief	OTHER Only obtainable during Primrose's Chapter 1
Left-hand Man's Map	OTHER Only obtainable during Primrose's Chapter 1
Dungeon Key	PA Flamesgrace P-14 STEAL
Ambrosial Milk	PA Atlasdam S-23 STEAL PURCHASE
Emperor Crab	PA Atlasdam S-20 STEAL PURCHASE
Roc Egg	PA Atlasdam S-27 STEAL PURCHASE
Final Masterpiece	PA Saintsbridge H-32 STEAL PURCHASE
Cow Droppings	PA Cobbleston A-05 STEAL PURCHASE
Lorie's Diary	PA Noblecourt T-15 STEAL PURCHASE
Diva's Dress	PA Sunshade D-12 STEAL PURCHASE
Saucy Prawns	PA Clearbrook G-01 STEAL PURCHASE
Rebel's Axe	PA Lower Bolderfall J-37 STEAL PURCHASE
Revolutionary Sword	PA Lower Bolderfall J-31 STEAL PURCHASE
Spear of Justice	PA Lower Bolderfall J-35 STEAL PURCHASE
Giant Tusk	PA North S'warka Trail M-21 STEAL PURCHASE
Satisfactory Coal	PA Stillsnow Q-01 STEAL PURCHASE
Adequate Flax	PA Stillsnow Q-09 STEAL PURCHASE
Portable Pot	PA Stillsnow Q-19 STEAL PURCHASE
Codger-Friendly Bow	PA Noblecourt T-19 STEAL PURCHASE
Leviathan Egg	PA Goldshore Manor District W-19 STEAL PURCHASE

NAME	HOW TO GET
Beetroot	PA Stillsnow Q-07 STEAL PURCHASE
Orewell Whetstone	PA Goldshore Manor District W-17 STEAL PURCHASE
Gendy's Footcloth	PA Quarrycrest K-27 STEAL PURCHASE
Byron's Ring	PA Grandport Markets X-14 STEAL PURCHASE
Sword of Sokrath	PA Grandport Markets X-11 STEAL PURCHASE
Tales from a Faraway Land	PA Grandport X-50 STEAL PURCHASE
House Landar Records	PA Atlasdam S-32 STEAL PURCHASE
Memorial Sword	PA Northreach R-02 STEAL PURCHASE
Tools of Learning	PA East Noblecourt T-24 STEAL PURCHASE
Adventurer's Attire	PA Rippletide V-13 STEAL PURCHASE
Wornout Tapestry	PA Everhold C-10 STEAL PURCHASE
Tightly Sealed Envelope	PA Wellspring E-11 STEAL PURCHASE
Snakesbane	PA Victors Hollow: Arena Gate N-05 STEAL PURCHASE
Letter from Zeph	PA Clearbrook G-22 STEAL PURCHASE
Letter from Mercedes	PA Atlasdam Palace Gate S-39 STEAL PURCHASE
River Blossom	PA Saintsbridge H-24 STEAL PURCHASE
Memorial Necklace	PA Wellspring E-05 STEAL PURCHASE
Joturin Horn	ENEMY Joturin (Side Story 65)
Giant Egg	CREST West Clearbrook Traverse 2
Mercenary Crest	PA Duskbarrow O-04 CHALLENGE PROVOKE
Hugo's Journal	PA Farshore H-05 STEAL PURCHASE
Mind-me-always	PA Victors Hollow N-40 STEAL PURCHASE
Astonishing Object	PA Bolderfall J-11 STEAL PURCHASE
Incredible Item	PA Wellspring E-19 STEAL PURCHASE
Marvelous Memento	PA Duskbarrow O-12 STEAL PURCHASE
Quatril Bloom	PA Sunshade D-13 STEAL PURCHASE
Dragon Egg	PA Dragonsong Fane L-03 CHALLENGE PROVOKE
Direwolf Fang	ENEMY Mánagarmr (Side Story 86)
Letter from Noa	PA West Grandport Coast X-02 CHALLENGE PROVOKE
Lapis Lazuli	PA Grandport X-48 STEAL PURCHASE
High Horbugian Dictionary	OTHER Obtained during Cyrus's Chapter 4

## Information

NAME	HOW TO GET
An Eyewitness Account	PA Flamesgrace P-23 INQUIRE SCRUTINIZE
Where the Ice Giant Sleeps	PA Flamesgrace P-12 INQUIRE SCRUTINIZE
Rumors of a Knight Ardanite	PA Flamesgrace Cathedral P-02 INQUIRE SCRUTINIZE
History of the Frostlands	PA Stillsnow Q-06 INQUIRE SCRUTINIZE
Dragon of the Frostlands	PA Stillsnow Q-18 INQUIRE SCRUTINIZE
Where the Giant Boar Roams	PA North S'warka Trail M-20 INQUIRE SCRUTINIZE
Librarian's Testimony	PA Atlasdam Palace Gate S-38 SCRUTINIZE
The Guard's Situation	PA Atlasdam Palace Gate S-14 SCRUTINIZE
Russell's Situation	PA Atlasdam Palace Gate S-37 SCRUTINIZE
Song of Sokrath	PA Atlasdam Palace Gate S-09 INQUIRE SCRUTINIZE
The Jellypeno	PA Atlasdam Palace Gate S-10 INQUIRE SCRUTINIZE
The Headmaster's Situation	PA Atlasdam Palace Gate S-41 SCRUTINIZE
A Use for Textiles	PA Noblecourt T-05 INQUIRE SCRUTINIZE
Where the Direwolf Provis	PA Western Wispemill Flats U-03 INQUIRE SCRUTINIZE
Vanessa's Destination	PA Goldshore W-28 INQUIRE
Gossip of Glowworm Moss	PA Goldshore Manor District W-10 INQUIRE
Donovan's Condition	PA Goldshore Cathedral W-22 INQUIRE SCRUTINIZE
Lara's New Life	PA Grandport Markets X-21 INQUIRE SCRUTINIZE
A Safe Route	PA West Goldshore Coast W-02 INQUIRE SCRUTINIZE
Dragon of the Highlands	PA Cobbleston A-14 INQUIRE SCRUTINIZE
The Book's Whereabouts	PA Stonegard B-35 SCRUTINIZE
Dominic's Seclusion	PA Stonegard B-42 SCRUTINIZE
Dominic's Remorse	PA Stonegard B-37 SCRUTINIZE
Dominic's Troubles	PA Stonegard Valleys B-16 SCRUTINIZE
The Fortress of Everhold	PA Stonegard Valleys B-34 INQUIRE SCRUTINIZE
The Fall of House Landar	PA Stonegard Heights B-09 INQUIRE SCRUTINIZE
Gravekeeper's Information	PA Tomb of Kings B-46 INQUIRE SCRUTINIZE
Snake Charmer	PA Northern Wellspring Sands E-01 INQUIRE SCRUTINIZE
City of Gold	PA Wellspring E-23 INQUIRE SCRUTINIZE
Chieftain's Schedule	PA Marsalim F-13 INQUIRE SCRUTINIZE
Chieftain's Schedule	PA Marsalim Palace F-06 INQUIRE SCRUTINIZE
Nina's Secret	PA Clearbrook G-18 INQUIRE

NAME	HOW TO GET
Elixir Recipe	PA Clearbrook G-04 INQUIRE
Meryl's Past	PA Clearbrook G-03 INQUIRE SCRUTINIZE
Old Woman to the Southeast	PA Saintsbridge H-25 INQUIRE
Tidings of Elderly Friends	PA Saintsbridge: Upstream H-14 INQUIRE
Old Woman to the Northwest	PA Saintsbridge: Upstream H-13 INQUIRE
Early Ice Thawing	PA East Saintsbridge Traverse H-04 INQUIRE SCRUTINIZE
History of the Clifflands	PA Bolderfall J-08 INQUIRE SCRUTINIZE
Project Plans	PA Bolderfall J-01 INQUIRE SCRUTINIZE
Where the Incidents Happened	PA Quarrycrest K-17 SCRUTINIZE
Witness Testimony	PA Quarrycrest K-28 SCRUTINIZE
The Sewers	PA Quarrycrest K-24 SCRUTINIZE
Why She Doesn't Visit Geoffrey	PA Quarrycrest K-16 INQUIRE SCRUTINIZE
Ogen's Mutterings	PA Orewell L-12 INQUIRE
Dragon of the Clifflands	PA Orewell L-16 INQUIRE SCRUTINIZE
How to Train a Tiger	PA S'warka M-17 INQUIRE SCRUTINIZE
Tale of the Beast Tamers	PA S'warka M-12 INQUIRE SCRUTINIZE
Marta's Gang	PA Victors Hollow N-34 INQUIRE SCRUTINIZE
Father and Fighter	PA Victors Hollow N-36 INQUIRE SCRUTINIZE
Estada's Condition	PA Victors Hollow: Arena Gate N-18 INQUIRE SCRUTINIZE
Mon d'Or's Condition	PA Victors Hollow: Arena Gate N-21 INQUIRE SCRUTINIZE
Joshua's Weak Points	PA Victors Hollow: Arena Gate N-02 INQUIRE SCRUTINIZE
Archiboid's Weak Points	PA Victors Hollow: Arena Gate N-01 INQUIRE SCRUTINIZE
Gustav's Weak Points	PA Victors Hollow: Arena Gate N-03 INQUIRE SCRUTINIZE
Byron Family Lineage	PA S'warka M-16 INQUIRE SCRUTINIZE
History of the Woodlands	PA Duskbarrow O-11 INQUIRE SCRUTINIZE
The Mural's Meaning	PA Ruins of Eld O-14 SCRUTINIZE
Trial of the Twelve, Volume VII	PA Ruins of Eld O-17 SCRUTINIZE
Vision of Abysea	PA Ruins of Eld O-16 SCRUTINIZE
From the Far Reaches of Hell	PA Ruins of Eld O-15 SCRUTINIZE
Alphas's Poem	PA Saintsbridge H-30 INQUIRE SCRUTINIZE







# CREATURE SKILLS CONT'D

NAME	TYPE	TARGET	EFFECT	CREATURE	STRENGTH	NO.	AREA
Swordwall Dance	Sword	One Foe	Sword physical attack x2, increase Physical Defense to a random ally for two turns.	Ice Lizardking III	7	3-5	Southern Northreach Wilds
Invincible Cleave	Sword	One Foe	Sword physical attack, renders a random ally invincible for two turns.	Animated Armor	9	3-5	West Everhold Pass
Venomous Claw (All)	Sword	All Foes	Sword physical attack, chance of inflicting Poison for two turns.*1	Giant Scorpion	4	5-7	Whistling Cavern
				Savage Scorpion	6	5-7	Eastern Wellspring Sands
				Venomous Scorpion	8	5-7	Eastern Marsalim Sands
Soporific Claw	Sword	One Foe	Sword physical attack, chance of inflicting Sleep for two turns.*1	Shaggy Spider	4	3-5	Quicksand Caves
				High Wolf	4	5-7	Northern Flamesgrace Wilds
				Woolly Spider	6	3-5	South Orewell Pass
Soporific Claw	Sword	One Foe	Sword physical attack x2, chance of inflicting Sleep for two turns.*1	Snow Leopard	7	3-5	Trail to the Whitewood
Blinding Claw	Sword	One Foe	Sword physical attack, chance of inflicting Blindness for two turns.*1	Forest Fox	2	5-7	The Whisperwood
				Red Fox	4	5-7	The Whisperwood
				Stone Bug	7	5-7	Grimsand Ruins
				Menacing Manticore	7	3-5	Forest of Rubeh
Befuddling Claw	Sword	One Foe	Sword physical attack, chance of inflicting Confusion for two turns.*1	River Fly	4	5-7	Whistling Cavern
				Buccaneer Bones	4	3-5	Farshore
				Horse Fly	5	5-7	Whistling Cavern
				Davy Bones	5	3-5	Farshore
				Horned Fly	6	5-7	North Riverford Traverse
Offensive Claw	Sword	One Foe	Sword physical attack, chance of reducing Physical Attack and Elemental Attack in each target for two turns.*1	Lord of the Flies	7	3-5	North Riverford Traverse
Armor Break (All)	Sword	All Foes	Sword physical attack, chance of reducing Physical Defense for two turns.*1	Accursed Armor	9	3-5	Tomb of the Imperator
Entangling Slash (All)	Sword	All Foes	Sword physical attack, chance of reducing Speed for two turns.*1	Reptalos	6	3-5	Southern Northreach Wilds
Entangling Slash (All)	Sword	All Foes	Sword physical attack, chance of reducing Critical for two turns.*1	Reptalon	7	3-5	East Saintsbridge Traverse
Sharp Scratch (All)	Sword	All Foes	Sword physical attack, chance of reducing Critical for two turns.*1	Killer Chameleon	8	3-5	Forest of Rubeh
Attack	Spear	One Foe	Spear physical attack.	Ice Lizardman I	1	5-7	Western Flamesgrace Wilds
				Flatlands Froggen I	1	5-7	North Atlasdam Flats, East Atlasdam Flats
Double Strike Spear	Spear	One Foe	Spear physical attack x2.	Flatlands Froggen III	3	5-7	The Whistewood
				Ice Lizardman III	3	5-7	Northern Flamesgrace Wilds
				Flatlands Froggen IV	4	5-7	The Whistewood
				Ice Lizardman IV	4	5-7	Western Stillsnow Wilds
Triple Attack Spear	Spear	One Foe	Spear physical attack x3.	Forest Ratking I	5	3-5	East Vectors Hollow Trail
				Flatlands Froggen VI	5	5-7	The Whistewood
				Ice Lizardman VI	5	5-7	Western Stillsnow Wilds
Attack All	Spear	All Foes	Spear physical attack.	Flatlands Froggen II	2	5-7	North Atlasdam Flats, East Atlasdam Flats
				Ice Lizardman II	2	5-7	Northern Flamesgrace Wilds
Double Attack All Spear	Spear	All Foes	Spear physical attack x2.	Flatlands Froggen V	4	5-7	The Whistewood
				Ice Lizardman V	4	5-7	Western Stillsnow Wilds
Triple Attack All Spear	Spear	All Foes	Spear physical attack x3.	Forest Ratking II	6	3-5	East Duskbarrow Trail
Repeated Thrust	Spear	One Foe	Spear physical attack x2.	Bloody Bull	7	3-5	West Noblecourt Flats
				Blue Bull	8	3-5	North Riverford Traverse
Body Bash	Spear	One Foe	Spear physical attack.	Linde	*2	∞	—
				Giant Slug	1	5-7	South Clearbrook Traverse, West Clearbrook Traverse
				Aggressive Ant	1	5-7	North Atlasdam Flats, East Atlasdam Flats
				Egging	2	5-7	South Bolderfall Pass
				Gabbrodillo	2	5-7	The Whisperwood
				Assassin Bug	2	5-7	Sunshade Catacombs
				Cactus Roller	2	5-7	Southern Sunshade Sands, Eastern Sunshade Sands
				Flying Fish	2	5-7	North Rippletide Coast, East Rippletide Coast
				Meep	2	5-7	North Atlasdam Flats, East Atlasdam Flats
				Hermit Conch	2	5-7	North Rippletide Coast, East Rippletide Coast
				Rockadillo	2	5-7	Mountain Pass
				Slayer Bug	4	5-7	Whistling Cavern
				Killer Bug	4	5-7	Sunshade Catacombs
				Snow Yak	4	3-5	Western Stillsnow Wilds
				Sailfish	4	5-7	North Rippletide Coast, East Rippletide Coast
				Hatchling	4	5-7	South Bolderfall Pass
				Shaggy Meep	4	5-7	North Atlasdam Flats, East Atlasdam Flats
				Snow Lizard	4	3-5	The Whistewood
				Antagonistic Ant	4	5-7	Whistling Cavern
				Raging Rhino	6	3-5	Western Wispermill Flats
				Spud Bug	7	5-7	Path of Beasts
				Bloody Rhino	8	3-5	South Orewell Pass
Mighty Lunge (All)	Spear	All Foes	Spear physical attack.	Shambling Weed	4	5-7	The Spectrewood
				Shaggy Aurochs	4	3-5	West Stonegard Pass
				Demon Deer	5	3-5	The Spectrewood
				Devil Deer	6	3-5	Forest of Rubeh
				Giant Boar	5	3-5	West S'wark's Trail, North S'wark's Trail
Mighty Charge (All)	Spear	All Foes	Spear physical attack.	Highland Goat	5	3-5	Mountain Pass
				Mountain Goat	6	3-5	West Stonegard Pass
Mighty Charge (All)	Spear	All Foes	Spear physical attack.	Gargantuan Boar	6	3-5	Rivira Woods
				Spiked Skink	7	3-5	Eastern Wellspring Sands
Hurricane Lunge (All)	Spear	All Foes	Spear physical attack, increase Speed of all allies for two turns.	Stone Lizard	9	3-5	Grimsand Ruins
Double Blessed-Spear	Spear	One Foe	Spear physical attack x2, increase Elemental Defense to a random ally for two turns.	Forest Ratking III	7	3-5	East Duskbarrow Trail
Fell Swoop (All)	Spear	All Foes	Spear physical attack, increase Physical Attack and Elemental Attack to all allies for two turns.	Gigantes	10	1-3	Refuge Ruins
Poison Strike	Spear	One Foe	Spear physical attack, chance of inflicting Poison for two turns.*1	Dark Roller	4	5-7	Whistling Cavern
Poison Strike	Spear	One Foe	Spear physical attack, chance of inflicting Poison for two turns.*1	Skull Roller	4	5-7	Southern Sunshade Sands, Eastern Sunshade Sands
				Dire Skull Roller	5	5-7	Marsalim Catacombs
Soporific Strike (All)	Spear	All Foes	Spear physical attack, chance of inflicting Sleep for two turns.*1	Demon Goat	7	3-5	West Everhold Pass

\*1: Chance of inflicting any debuff or status ailment besides instant death increases with each Boost level.

\*2: Strength changes based on H'aanit's level.



NAME	TYPE	TARGET	EFFECT	CREATURE	STRENGTH	NO.	AREA
Blinding Charge	Spear	One Foe	Spear physical attack, chance of inflicting Blindness for two turns. *1	Salamander	5	3-5	South Clearbrook Traverse, West Clearbrook Traverse
				Collared Salamander	6	3-5	East Saintsbridge Traverse
Double-blind Attack (All)	Spear	All Foes	Spear physical attack x2, chance of inflicting Blindness for two turns. *1	Tyrannodrake	10	1-3	Loch of the Lost King
Attack	Dagger	One Foe	Dagger physical attack.	Cliff Birdian I	1	5-7	South Bolderfall Pass
				River Frogging I	1	5-7	South Clearbrook Traverse, West Clearbrook Traverse
				Highland Ratkin I	1	5-7	Mountain Pass
				Mad Ratkin	6	5-7	Hidden Path to Lord's Manse
Double Strike Dagger	Dagger	One Foe	Dagger physical attack x2.	Cliff Birdian III	3	5-7	South Bolderfall Pass
				River Frogging III	3	5-7	South Clearbrook Traverse, West Clearbrook Traverse
				Highland Ratkin III	3	5-7	Mountain Pass
				Cliff Birdian IV	4	5-7	South Quarrycrest Pass
				River Frogging IV	4	5-7	Twin Falls
				Highland Ratkin IV	4	5-7	West Stonegard Pass
Triple Strike Dagger	Dagger	One Foe	Dagger physical attack x3.	Cliff Birdian VI	5	5-7	South Quarrycrest Pass
				River Frogging VI	5	5-7	East Saintsbridge Traverse
				Highland Ratkin VI	5	5-7	West Stonegard Pass
Attack All	Dagger	All Foes	Dagger physical attack.	Cliff Birdian II	2	5-7	South Bolderfall Pass
				River Frogging II	2	5-7	South Clearbrook Traverse, West Clearbrook Traverse
				Highland Ratkin II	2	5-7	Mountain Pass
Double Attack All Dagger	Dagger	All Foes	Dagger physical attack x2.	Cliff Birdian V	4	5-7	South Quarrycrest Pass
				River Frogging V	4	5-7	Twin Falls
				Highland Ratkin V	4	5-7	West Stonegard Pass
Stab	Dagger	One Foe	Dagger physical attack.	Army Ant	1	5-7	Southern Sunshade Sands, Eastern Sunshade Sands
				Wolf	2	5-7	Northern Flamesgrace Wilds
				Black Bat	2	5-7	Brigand's Den
				White Bat	2	5-7	Cave of Origin
				Remnant Mk.II	6	3-5	Eastern Marsalm Sands
				Remnant	7	3-5	The Hollow Throne
Mighty Stab (All)	Dagger	All Foes	Dagger physical attack.	Manticore	3	3-5	The Whisperwood
				White Howler	4	5-7	Western Stillsnow Wilds
				Hoary Howler	6	5-7	Western Stillsnow Wilds
Double Stab	Dagger	One Foe	Dagger physical attack x2.	Ettin Asp	6	3-5	Quicksand Caves
				Stone Serpent	7	3-5	Grimsand Ruins
				War Wolf	8	5-7	Southern Northreach Wilds
				Ettin Ophidian	8	3-5	East Duskbarrow Trail
Mighty Double Stab (All)	Dagger	All Foes	Dagger physical attack x2.	Ettin Snake	9	3-5	Quicksand Caves
Wreak Havoc (All)	Dagger	All Foes	Dagger physical attack, increase Physical Attack to all allies for two turns.	Giant Gator	9	3-5	Refuge Ruins
Venomous Fang	Dagger	One Foe	Dagger physical attack, chance of inflicting Poison for two turns. *1	Scaled Viper	2	5-7	Brigand's Den
				Dread Viper	4	5-7	Brigand's Den
				Sea Snake	4	5-7	Quicksand Caves
				Laughing Hyena	4	5-7	South Bolderfall Pass
Soporific Fang	Dagger	One Foe	Dagger physical attack, chance of inflicting Sleep for two turns. *1	Vampire Bat	4	5-7	Yvon's Celler
				Albino Bat	4	5-7	Cave of Origin
Soporific Fang (All)	Dagger	All Foes	Dagger physical attack, chance of inflicting Sleep for two turns. *1	Carnivorous Bat	6	5-7	Tomb of the Imperator
Befuddling Fang (All)	Dagger	All Foes	Dagger physical attack, chance of inflicting Confusion for two turns. *1.	Ettin Serpent	6	3-5	Quicksand Caves
Triple Attack Axe	Axe	One Foe	Axe physical attack x3.	Highland Ratking I	5	3-5	West Stonegard Pass
				Flatlands Frogking I	5	3-5	West Noblecourt Flats
				River Frogking I	5	3-5	East Saintsbridge Traverse
Triple Attack All Axe	Axe	All Foes	Axe physical attack x3.	Highland Ratking II	6	3-5	West Everhold Pass
				Flatlands Frogking II	6	3-5	Western Wispemill Flats
				River Frogking II	6	3-5	North Riverford Traverse
Chop	Axe	One Foe	Axe physical attack.	Sentinel	1	5-7	Ravus Manor
				Guardian	4	3-5	Orlick's Manse
				Sentinel Mk.II	6	5-7	Ruins of Eld
Mighty Chop (All)	Axe	All Foes	Axe physical attack.	Guardian Mk.II	8	3-5	Dragonsong Fane
Bulwark Axe	Axe	One Foe	Axe physical attack, increase Physical Defense to a random ally for two turns.	Shadow Revenant	7	1-3	Ruins of Eld
Guardian Axe	Axe	One Foe	Axe physical attack, increase Elemental Defense to a random ally for two turns.	Blood Revenant	7	1-3	Ruins of Eld
Retaliative Axe	Axe	One Foe	Axe physical attack, bestows two counter effects on a random ally.	Highland Ratking III	8	3-5	West Everhold Pass
Double Armor Crush	Axe	One Foe	Axe physical attack x2, chance of reducing Physical Defense for two turns. *1	River Frogking III	7	3-5	North Riverford Traverse
Double Guard Break	Axe	One Foe	Axe physical attack x2, chance of reducing Elemental Defense for two turns. *1	Flatlands Frogking III	7	3-5	Western Wispemill Flats
Attack	Bow	One Foe	Bow physical attack.	Forest Ratkin I	1	5-7	West S'warkii Trail, North S'warkii Trail
				Sea Birdian I	1	5-7	North Rippletide Coast, East Rippletide Coast
Double Strike Bow	Bow	One Foe	Bow physical attack x2.	Sea Birdian III	3	5-7	North Rippletide Coast, East Rippletide Coast
				Forest Ratkin III	3	5-7	West S'warkii Trail, North S'warkii Trail
				Sea Birdian IV	4	5-7	West Goldshore Coast, Moonstruck Coast
				Forest Ratkin IV	4	5-7	East Victors Hollow Trail
Triple Strike Bow	Bow	One Foe	Bow physical attack x3.	Sea Birdian VI	5	5-7	West Goldshore Coast, Moonstruck Coast
				Cliff Birdking I	5	3-5	South Quarrycrest Pass
Attack All	Bow	All Foes	Bow physical attack.	Forest Ratkin VI	5	5-7	East Victors Hollow Trail
				Sea Birdian II	2	5-7	North Rippletide Coast, East Rippletide Coast
				Forest Ratkin II	2	5-7	West S'warkii Trail, North S'warkii Trail
Double Attack All Bow	Bow	All Foes	Bow physical attack x2.	Sea Birdian V	4	5-7	West Goldshore Coast, Moonstruck Coast
				Forest Ratkin V	4	5-7	East Victors Hollow Trail



# CREATURE SKILLS CONT'D

NAME	TYPE	TARGET	EFFECT	CREATURE	STRENGTH	NO.	AREA
Triple Attack All Bow	Bow	All Foes	Bow physical attack x3.	Cliff Birdking II	6	3-5	South Orewell Pass
Shoot	Bow	One Foe	Bow physical attack.	Winter Wanderweed	4	3-5	The Whitewood
Double Elemental Arrow Dance	Bow	One Foe	Bow physical attack x2, increase Elemental Attack to a random ally for two turns. *1	Cliff Birdking III	7	3-5	South Orewell Pass
Poison Shot	Bow	One Foe	Bow physical attack, chance of inflicting Poison for two turns. *1	River Wasp	1	5-7	South Clearbrook Traverse, West Clearbrook Traverse
				Warrior Wasp	2	5-7	South Clearbrook Traverse, West Clearbrook Traverse
				Crawly Fiedgling	3	5-7	Carrian Caves
				See Anemone	6	3-5	Grandport Sewers
				Creepy Fiedgling	6	5-7	South Orewell Pass
Soporific Shot (All)	Bow	All Foes	Bow physical attack, chance of inflicting Sleep for two turns. *1	Withered Wanderweed	6	3-5	Eastern Wellspring Sands
Blinding Shot	Bow	One Foe	Bow physical attack, chance of inflicting Blindness for two turns. *1	Raging Treant	7	3-5	Forest of No Return
Blinding Shot (All)	Bow	All Foes	Bow physical attack, chance of inflicting Blindness for two turns. *1	Creeping Treant	6	3-5	The Spectrewood
Bedazzling Shot (All)	Bow	All Foes	Bow physical attack, chance of inflicting Confusion for two turns. *1	Wanderweed	6	3-5	The Murkwood
Endanger Life	Bow	All Foes	Bow physical attack, chance of reducing Physical Defense and Speed in each target for two turns. *1	Peek-a-Boo	9	3-5	Forest of No Return
Attack	Staff	One Foe	Staff physical attack.	Sand Lizardman I	1	5-7	Southern Sunshade Sands, Eastern Sunshade Sands
Double Strike Staff	Staff	One Foe	Staff physical attack x2.	Sand Lizardman III	3	5-7	Southern Sunshade Sands, Eastern Sunshade Sands
				Sand Lizardman IV	4	5-7	Eastern Wellspring Sands
Triple Attack Staff	Staff	One Foe	Staff physical attack x3.	Sand Lizardking I	5	3-5	Eastern Wellspring Sands
				Sand Lizardman VI	5	5-7	Eastern Wellspring Sands
Attack All	Staff	All Foes	Staff physical attack.	Sand Lizardman II	2	5-7	Southern Sunshade Sands, Eastern Sunshade Sands
Double Attack All Staff	Staff	All Foes	Staff physical attack x2.	Sand Lizardman V	4	5-7	Eastern Wellspring Sands
Triple Attack All Staff	Staff	All Foes	Staff physical attack x3.	Sand Lizardking II	6	3-5	Eastern Marsalim Sands
Enraged Bash (All)	Staff	All Foes	Staff physical attack x2.	Frost Bear	5	3-5	Northern Flamesgrace Wilds
				Hoary Bear	6	3-5	Western Stillsnow Wilds
Double Rapid Staff Dance	Staff	One Foe	Staff physical attack x2, increase Speed to a random ally for two turns.	Sand Lizardking III	7	3-5	Eastern Marsalim Sands
Convincing Blow	Staff	One Foe	Staff physical attack, increase Critical to a random ally for two turns.	Wild Weasel	7	3-5	West Stonegard Pass
Sand Strike (All)	Staff	All Foes	Staff physical attack, chance of inflicting Blindness for two turns. *1	Sandworm	5	3-5	Southern Sunshade Sands, Eastern Sunshade Sands
				Desert Worm	6	3-5	Eastern Wellspring Sands
Double Body Press	Staff	One Foe	Staff physical attack x2, chance of inflicting Confusion for two turns. *1	Portly Penguin	7	3-5	Western Stillsnow Wilds
Sand Strike (All)	Staff	All Foes	Staff physical attack, chance of reducing Physical Defense and Elemental Defense in each target for two turns. *1	Desert Worm	10	1-3	Marsalim Catacombs
Incinerate	Fire	One Foe	Fire attack.	Red Viper	2	5-7	Cave of Rhiyo
				Fire Wisp	3	5-7	Untouched Sanctum
				Blood Viper	4	5-7	Quicksand Caves
				Blood Remnant	4	3-5	Yvon's Cellar
				Fire Sentinel	4	5-7	Subterranean Study
				Light Sentinel Mk.II	5	5-7	Seaside Grotto
				Flame Remnant Mk.II	6	3-5	Shrine of the Warbringer
				Flame Curator	6	3-5	Derelect Mine
				Flame Curator Mk.II	7	3-5	Lord's Manse
Incinerate (All)	Fire	All Foes	Fire attack.	Fire Elemental	6	3-5	Eastern Marsalim Sands
				Flame Guardian	6	3-5	Yvon's Cellar
				Fire Guardian Mk.II	8	3-5	Lord's Manse
Inferno Clock (All)	Fire	All Foes	Fire attack, increase Physical Defense and Elemental Defense to all allies for two turns.	Flame Revenant	10	1-3	Shrine of the Warbringer
Crimson Flame (All)	Fire	All Foes	Fire damage, chance of reducing Physical Attack and Physical Defense in each target for two turns. *1	Heavenwing	10	1-3	Carrian Caves
Freeze	Ice	One Foe	Ice attack.	Snow Fox	2	5-7	Northern Flamesgrace Wilds
				Ice Wisp	3	5-7	Untouched Sanctum
				Scissor Crab	4	5-7	West Goldshore Coast, Moonstruck Coast
				Frost Fox	4	5-7	Northern Flamesgrace Wilds
				Ice Sentinel	4	5-7	Ravus Manor
				Ice Curator	4	3-5	Hoarfrost Grotto
				Ice Remnant Mk.II	6	3-5	Shrine of the Runeblade
				Scythe Crab	6	5-7	Captains' Bane
				Ice Sentinel Mk.II	6	5-7	Amphitheatre, Balcony
				Ice Remnant	7	3-5	Hoarfrost Grotto
Freeze (All)	Ice	All Foes	Ice attack.	Ice Curator Mk.II	7	3-5	Amphitheatre, Balcony
				Ice Guardian	4	3-5	Hoarfrost Grotto
				Ice Elemental	6	3-5	Hoarfrost Grotto
				Ice Guardian Mk.II	8	3-5	Amphitheatre, Balcony
Ice Floe	Ice	One Foe	Ice attack x2.	Reaper Crab	9	3-5	Undertow Cove
				Kingfisher	7	3-5	Path to the Forgotten Grotto
				Greater Kingfisher	8	3-5	West Grandport Coast
Diamond Clock (All)	Ice	All Foes	Ice attack, increase Physical Defense and Elemental Defense to all allies for two turns.	Ice Revenant	10	1-3	Shrine of the Runeblade
Toxic Ice	Ice	One Foe	Ice attack, chance of inflicting Poison for two turns. *1	Black Scissors	8	5-7	Undertow Cove
Blizzard Breath (All)	Ice	All Foes	Ice attack, chance of reducing Elemental Attack for two turns. *1	Snow Drake	9	3-5	Southern Northreach Wilds
Icy Breath (All)	Ice	All Foes	Ice attack, chance of reducing Elemental Defense for two turns. *1	Dreadwing	9	3-5	Forest of Ruben
Ice Floe (All)	Ice	All Foes	Ice attack, chance of reducing Speed for two turns. *1	Deep One	10	1-3	Captains' Bane
Electrocute	Lightning	One Foe	Lightning attack.	Thunder Wisp	4	5-7	Untouched Sanctum
				Thunder Sentinel	4	5-7	Morlock's Manse
				Thunder Remnant Mk.II	6	3-5	Shrine of the Warbringer
				Thunder Sentinel Mk.II	6	5-7	Grandport Sewers
				Thunder Curator	6	3-5	Obsidian Manse
				Thunder Remnant	7	3-5	The Hollow Throne
				Thunder Curator Mk.II	7	3-5	Grandport Sewers
Electrocute (All)	Lightning	All Foes	Lightning attack.	Lightning Elemental	6	3-5	Forgotten Grotto
				Thunder Guardian Mk.II	8	3-5	Dragonsong Fane
Shock Stream	Lightning	One Foe	Lightning attack x2.	Thunder Guardian	7	3-5	Yvon's Cellar
Warding Thunder	Lightning	One Foe	Lightning attack, increase Physical Defense to a random ally for two turns.	Rock Tortoise	5	3-5	North Rippletide Coast, East Rippletide Coast
				Mossy Tortoise	6	3-5	Captains' Bane
Vortex Clock (All)	Lightning	All Foes	Lightning attack, increase Physical Defense and Elemental Defense to all allies for two turns.	Thunder Revenant	10	1-3	Shrine of the Warbringer

\*1: Chance of inflicting any debuff or status ailment besides instant death increases with each Boost level.



NAME	TYPE	TARGET	EFFECT	CREATURE	STRENGTH	NO.	AREA
Befuddling Spark (All)	Lightning	All Foes	Lightning attack, chance of inflicting Confusion for two turns. *1	Barnacle Tortoise	6	3-5	Caves of Azure
Wind Slash	Wind	One Foe	Wind attack.	Giant Falcon	2	5-7	Mountain Pass
				Dread Falcon	4	5-7	Mountain Pass
				Carmine Eagle	4	3-5	Black Market
				Tempest Falcon	4	5-7	Carnon Caves
				Wind Wisp	4	5-7	Untouched Sanctum
				Howler	4	5-7	The Murkwood
				Horned Howler	4	5-7	Rivira Woods
				Wind Sentinel	4	5-7	Tomb of Kings
				Wind Curator	4	3-5	Secret Path to the Obsidian Parlor
				Frostwing Serpent	4	3-5	The Whitewood
				Giant Eagle	6	3-5	South Orewell Pass
				Wind Remnant Mk.II	6	3-5	Shrine of the Runeblade
				Wind Sentinel Mk.II	6	5-7	Ruins of Eld
				Wind Remnant	7	3-5	Tomb of Kings
				Wind Curator Mk.II	7	3-5	Ruins of Eld
Wind Slash (All)	Wind	All Foes	Wind attack.	Wind Guardian	4	3-5	Tomb of Kings
				Wind Elemental	6	3-5	Farshore
				Wind Guardian Mk.II	8	3-5	Ruins of Eld
Thousand Scythes	Wind	One Foe	Wind attack.	Great Condor	5	3-5	South Bolderfall Pass
				King Condor	6	3-5	Carnion Caves
Tempest Clock (All)	Wind	All Foes	Wind attack, increase Physical Defense and Elemental Defense to all allies for two turns.	Wind Revenant	10	1-3	Shrine of the Runeblade
Toxic Wind	Wind	One Foe	Wind attack, chance of inflicting Poison for two turns. *1	Winged Serpent	6	3-5	West Everhold Pass
Soporific Wind	Wind	One Foe	Wind attack, chance of inflicting Sleep for two turns. *1	Black Howler	6	5-7	Forest of No Return
Butterfly Effect (All)	Wind	All Foes	Wind attack, chance of inflicting Sleep for two turns or killing the target. *1	Monarch	10	1-3	Twin Falls
Crushing Wing (All)	Wind	All Foes	Wind attack, chance of reducing Physical Defense for two turns. *1	Plains Drake	9	3-5	Western Wispermill Flats
Luminescence	Light	One Foe	Light attack.	Light Wisp	3	5-7	Untouched Sanctum
				Light Sentinel	4	5-7	Tomb of Kings
				Light Curator	4	3-5	Secret Path to the Obsidian Parlor
				Light Sentinel Mk.II	5	5-7	Amphitheatre: Balcony
				Light Remnant Mk.II	6	3-5	Shrine of the Runeblade
				Light Remnant	7	3-5	Tomb of Kings
				Light Curator Mk.II	7	3-5	Amphitheatre: Balcony
Luminescence (All)	Light	All Foes	Light attack.	Light Elemental	7	3-5	Marsalim Catacombs
				Light Guardian Mk.II	8	3-5	Amphitheatre: Balcony
				Light Guardian	7	3-5	Tomb of Kings
Light Stream	Light	One Foe	Light attack x2	Light Revenant	10	1-3	Shrine of the Runeblade
Enshadow	Darkness	One Foe	Dark attack.	Shadow Wisp	3	5-7	Untouched Sanctum
				Shadow Bat	4	5-7	Brigand's Den
				Ash Raven	4	5-7	Carnion Caves
				Dark Remnant	4	3-5	Yvon's Cellar
				Dark Sentinel	4	5-7	Orlick's Manse
				Dire Ash Raven	5	5-7	Carnion Caves
				Light Sentinel Mk.II	5	5-7	Seaside Grotto
				Shadow Raven	6	5-7	West Everhold Pass
				Shadow Remnant Mk.II	6	3-5	Shrine of the Warbringer
				Dark Curator	6	3-5	Dereclit Mine
				Dark Curator Mk.II	7	3-5	Lord's Manse
Enshadow (All)	Darkness	All Foes	Dark attack.	Dark Elemental	6	3-5	Everhold Tunnels
				Shadow Guardian Mk.II	8	3-5	Lord's Manse
Shadow Stream	Darkness	One Foe	Dark attack x2	Dark Guardian	7	3-5	Orlick's Manse
Eclipse Clock (All)	Darkness	All Foes	Dark attack, increase Physical Defense and Elemental Defense to all allies for two turns.	Dark Revenant	10	1-3	Shrine of the Warbringer
Restore Health.	Heal	One Ally	Restore 500 HP	Mossy Meep	2	5-7	West S'warkii Trail, North S'warkii Trail
Restore Great Health.	Heal	One Ally	Restore 1,000 HP.	Motley Slug	3	5-7	Cave of Rhiyo
				Avalanche Mushroom	4	3-5	The Whitewood
Great Healing Mist	Heal	All Allies	Restore 1,000 HP	Two-handed Hatchling	5	5-7	South Quarrycrest Pass
				Rampant Weed	6	5-7	The Spectrewood
Millennial Frond	Heal	One Ally	Restore 1,000 HP, increase Physical Attack and Elemental Attack for two turns.	Mammoth Sheep	6	3-5	Rivira Woods
				Mutant Mushroom	7	3-5	The Spectrewood
Grooming (All)	Heal	All Allies	Restore 500 HP, cure Poison, Blindness, Confusion, Silence, Sleep, Terror, or Unconsciousness.	Giant Sheep	5	3-5	North Atlasdam Flats, East Atlasdam Flats
Continual Light (HP)	Heal	One Ally	Restore 1,000 HP, recover 10% of max HP at the end of the turn for two turns.	Skulking Fungoid	7	3-5	The Spectrewood
				Furious Fungoid	8	3-5	Forest of No Return
Incredible Heal (All)	Heal	All Allies	Restore 2,000 HP, cure Poison, Blindness, Confusion, Silence, Sleep, Terror, or Unconsciousness, recover 10% of max HP at the end of the turn for two turns.	Behemoth	10	1-3	Tomb of the Imperator
Continual Light (SP) (All)	Heal	All Allies	Restore 25 SP, recover 5% of max SP at the end of the turn for two turns.	Carnivorous Plant	10	1-3	Forest of No Return
Physical Boost	Buff	Random ally	Increase Physical Attack and Physical Defense for two turns.	Azure Urchin	4	3-5	Captains' Bane



◇ CREATURE SKILLS CONT'D

NAME	TYPE	TARGET	EFFECT	CREATURE	STRENGTH	NO.	AREA
Mental Augmentation	Buff	Random ally	Increase Elemental Attack and Elemental Defense for two turns.	Curator	4	3-5	Orlick's Manse
Steel Defenses	Buff	Random ally	Increase Physical Defense and Elemental Defense for two turns.	Sea Scorpion	5	5-7	Forgotten Grotto
Mental Boost (All)	Buff	All Allies	Increase Elemental Attack and Elemental Defense for two turns.	Curator Mk.II	9	3-5	Ruins of Eld
Retaliative Figure	Buff	One Ally	One counter effect.	Armor Eater	7	3-5	South Quarrycrest Pass
Impact Clock	Buff	One Ally	Increase Physical Attack, Elemental Attack, Physical Defense, Elemental Defense and Speed for two turns.	Revenant	10	1-3	Grimsand Road
Luck of the Cait	Special	Random	Causes various random effects to occur (see page 177).	Cait	5	3	Rarely appears in fields
Deluxe Luck of the Cait	Special	Random	Causes various random effects to occur (see page 177).	Cultured Cait	7	3	Rarely appears in fields
Supreme Luck of the Cait	Special	Random	Causes various random effects to occur (see page 177).	Chubby Cait	10	3	Rarely appears in fields
Toxic Mist (All)	Debuff	All Foes	Chance of inflicting Poison for four turns. *1	Green Scissors	4	5-7	Path to the Forgotten Grotto
				Barnacle Crab	5	5-7	Caves of Azure
Slumber Wave (All)	Debuff	All Foes	Chance of inflicting Sleep for four turns. *1	Barnacle Bat	4	5-7	Caves of Azure
Soporific Mist (All)	Debuff	All Foes	Chance of inflicting Sleep for six turns. *1	Cetus Maximus	6	3-5	Undertow Cove
Blinding Mist (All)	Debuff	All Foes	Chance of inflicting Blindness for four turns. *1	Sea Slug	4	5-7	Caves of Azure
Rainbow Flash (All)	Debuff	All Foes	Chance of inflicting Blindness for six turns. *1	Kartkeya	6	3-5	Eastern Marsalm Sands
Crimson Powder (All)	Debuff	All Foes	Chance of inflicting Poison and Sleep for six turns. *1	Toxic Spore	7	3-5	Forest of No Return
Acid Blue	Debuff	One Foe	Chance of reducing Physical Attack and Elemental Attack in each target for two turns. *1	Dire Army Ant	4	3-5	Southern Sunshade Sands, Eastern Sunshade Sands
Black Bite	Debuff	One Foe	Chance of reducing Physical Attack and Physical Defense in each target for four turns. *1	Icky Slug	6	3-5	Obsidian Manse
Red Bite	Debuff	One Foe	Chance of reducing Elemental Attack and Elemental Defense in each target for four turns. *1	Sticky Slug	4	3-5	Sewers
Viscous Bite	Debuff	One Foe	Chance of reducing Elemental Attack, Elemental Defense and Speed in each target for four turns. *1	Gooley Slug	8	3-5	Hidden Path to Lord's Manse
Horrible Breath (All)	Debuff	All Foes	Chance of reducing Physical Defense, Elemental Defense and Speed, inflicting Poison and Sleep in each target for nine turns. *1	Manyaws	10	1-3	Derelect Mine
Vorpal Claw (All)	Debuff	All Foes	Chance of instant death. *1	Devourer of Dreams	10	1-3	Everhold Tunnels

## Townsperson Signature Moves

NAME	TYPE	TARGET	POWER	EFFECT
Healing Grape	Heal	One Ally	—	Restore 500 HP.
Healing Grape (M)	Heal	One Ally	—	Restore 1,750 HP
Health for All	Heal	All Allies	—	Restore 500 HP.
More Health for All	Heal	All Allies	—	Restore 1,000 HP.
More Health for All	Heal	All Allies	—	Restore 1,500 HP.
Restore Health	Heal	One Ally	—	Restore 500 HP.
Inspiring Plum	Heal	One Ally	—	Restore 40 SP.
Rhapsody of Love	Sword	One Foe	A	Physical attack, inflicts Confusion for three turns.
Inhibit Offense	Debuff	One Foe	—	Chance of reducing Physical Attack and Elemental Defense for three turns.
Suspicious Thing	Debuff	One Foe	—	50% chance of inflicting Sleep for three to five turns.
All's Bread	Heal	One Ally	—	Restore 500 HP.
Tenebrae Operire	Darkness	All Foes	C	Dark attack.
Stunning Strike	Sword	All Foes	B	Physical attack.
Cleave in Two	Axe	One Foe	S	Physical attack.
Prayer	Heal	One Ally	—	Restore 300 HP.
Gentle Cradle	Heal	All Allies	—	Restore 1,500 HP.
Well Done	Fire	All Foes	B	Fire attack x2.
Champion's Cleave	Axe	All Foes	B	Physical attack, Reduces Physical attack for two turns.
Pummel	Staff	One Foe	B	Physical attack.
Full Enfeeblement	Debuff	All Foes	—	Chance of reducing Physical Attack, Elemental Attack, and Elemental Defense for three turns.
Improved Offense	Buff	All Allies	—	Increase Physical Attack and Elemental Attack for three turns.
Offense Down	Debuff	All Foes	—	Chance of reducing Physical Attack and Elemental Attack for three turns.
Pirates' Bane	Sword	One Foe	S	Physical attack.
Fireball	Fire	All Foes	C	Fire attack.
Spirited Dance	Buff	One Ally	—	Increase Physical Attack and Elemental Attack for three turns.
Whirlwind Strike	Spear	One Foe	D	Physical attack x5.
Exploit Weakness	Spear	One Foe	B	Physical attack.
Exort	Debuff	One Foe	—	Chance of reducing Physical Defense and Elemental Defense for three turns.
Mighty Blow	Spear	One Foe	S	Physical attack.
Mighty blow	Spear	One Foe	S	Physical attack.
Guillotine	Sword	One Foe	S	Physical attack.
Guillotine	Sword	All Foes	S	Physical attack.
Slice	Sword	One Foe	C	Physical attack.
Noisome Breath	Debuff	All Foes	—	Inflict Poison for three turns, Confusion for two to four turns, and Blindness for three to five turns.
Blinding Dust	Debuff	All Foes	—	50% chance of inflicting Blindness for three to five turns.
Cure Blindness	Heal	One Ally	—	Cures Blindness.
Blinding Dust	Debuff	One Foe	—	50% chance of inflicting Blindness for three to five turns.
Critical Eye	Buff	All Allies	—	Increase Critical for three turns.
Too wounded to move . .	Special	—	—	Nothing happens
Hearty Encouragement	Buff	All Allies	—	Raise Physical Attack, Elemental Attack, Physical Defense, and Elemental Defense for three turns.
Clenched Fist	Staff	One Foe	C	Physical attack.
Luminescence	Light	All Foes	C	Light attack.
Shatter and Smash	Axe	One Foe	S	Physical attack.
Dump Flour	None	All Foes	D	Physical attack, 50% chance of inflicting Blindness for three to five turns.
Manure Toss	Axe	One Foe	B	Physical attack, 50% chance of inflicting Poison for three turns.

NAME	TYPE	TARGET	POWER	EFFECT
Befuddling Dust	Debuff	All Foes	—	50% chance of inflicting Confusion for three to five turns.
Befuddling Balm	Debuff	One Foe	—	50% chance of inflicting Confusion for three to five turns.
Arrowstorm	Bow	Random Foes	D	Physical attack x1-3.
Wind Cleave Strike	Spear	One Foe	D	Physical attack x2, increase Speed of all allies for three turns.
Blazeful Blade	Sword	All Foes	S	Physical attack.
Cross Strike	Sword	One Foe	S	Physical attack.
Drunken Blade	Sword	All Foes	S	Physical attack.
Awaken	Heal	One Ally	—	Cure Sleep.
Sleepweed	Debuff	One Foe	—	50% chance of inflicting Sleep for three to five turns.
Deep Breath	Heal	All Allies	—	Restore 25 SP.
Focused Spirit	Heal	All Allies	—	Restore 50 SP.
Sand Toss	None	One Foe	E	Physical attack, 50% chance of inflicting Blindness for three to five turns.
Speed Enhancement	Buff	All Allies	—	Increase Speed for three turns.
Slow Motion	Debuff	All Foes	—	Reduce Speed for three turns.
Slash	Dagger	One Foe	C	Physical attack.
Slumber Arrow	Bow	One Foe	B	Physical attack, 50% chance of inflicting Sleep for three to five turns.
Slumber Slash	Dagger	One Foe	B	Physical attack, 50% chance of inflicting Sleep for three to five turns.
Wisdom of the Church	Buff	One Ally	—	Raise Physical Attack, Elemental Attack, Physical Defense and Elemental Defense for three turns.
Attacking Posture	Buff	One Ally	—	Increase Physical Attack and Elemental Attack for three turns.
Full Swing	Axe	All Foes	B	Physical attack.
Tome Tempest	None	All Foes	B	Physical attack.
Hurl Diary	None	All Foes	C	Physical attack.
Rag Toss	None	One Foe	E	Physical attack, 50% chance of inflicting Poison for three turns.
Fire Storm	Fire	All Foes	C	Fire attack x2.
Ice Storm	Ice	All Foes	C	Ice attack x2.
Lightning Storm	Lightning	All Foes	C	Lightning attack x2.
Summon Wind	Wind	All Foes	B	Wind attack.
Dagger Storm	Dagger	Random Foes	E	Physical attack x2-4.
Concoct Panacea	Heal	All Allies	—	Restore 9,999 HP
Concoct Poison	Axe	One Foe	B	Physical attack, 50% chance of inflicting Poison for three turns.
Concoct Explosive	None	All Foes	B	Non-elemental attack.
Sculpture Toss	Dagger	Random Foes	E	Physical attack x2-4 at random.
Cure Silence	Heal	One Ally	—	Cures Silence.
Thrust	Spear	One Foe	C	Physical attack.
Steel Defenses	Buff	All Allies	—	Increase Physical Defense and Elemental Defense for three turns.
Defense Down	Debuff	One Foe	—	Chance of reducing Physical Defense and Elemental Defense for three turns.
Inhibit Defense (All)	Debuff	All Foes	—	Reduce Physical Defense and Elemental Defense for three turns.
Sharpen	Buff	One Ally	—	Increase Physical Attack for three turns.
Poison	Debuff	One Foe	—	50% chance of inflicting Poison for three turns.
Tenebrae Operire	Darkness	All Foes	C	Dark attack x3.
Ignis Ardere	Fire	All Foes	C	Fire attack x3.
Lux Congerere	Light	All Foes	C	Light attack x3.
Ventus Saltare	Wind	All Foes	C	Wind attack x3.
Glacies Claudere	Ice	All Foes	C	Ice attack x3.

\*1: Chance of inflicting any debuff or status ailment increases with each Boost level.



NAME	TYPE	TARGET	POWER	EFFECT
Tonitrus Canere	Lightning	All Foes	C	Lightning attack x3.
Cure Poison	Heal	One Ally	—	Cures Poison.
Sweep	Sword	All Foes	B	Physical attack.
Exotic Spices	Heal	All Allies	—	Restore 40 SP.
Double Spear	Sword	All Foes	E	Physical attack x2.
Brain Bash	Axe	One Foe	C	Physical attack.
High Thrust	Sword	One Foe	B	Physical attack.
Encourage	Buff	One Ally	—	Increase Physical Attack and Elemental Attack for three turns.
Bouquet Toss	Dagger	One Foe	C	Physical attack.
Panic Arrow	Bow	One Foe	B	Physical attack, 50% chance of inflicting Confusion for three turns.
Panic Slash	Dagger	One Foe	B	Physical attack, 50% chance of inflicting Confusion for three turns.
Mighty Blow	Staff	One Foe	E	Physical attack.
Panacea	Heal	One Ally	—	Cure Poison, Blindness, Confusion, Silence, Sleep, Terror, or Unconsciousness.
Icewind	Ice	All Foes	C	Ice attack.
Physical Boost	Buff	All Allies	—	Increase Physical Attack and Physical Defense for three turns.
Physical Degradation	Debuff	All Foes	—	Reduce Physical Attack and Physical Defense for three turns.
Brush Toss	Dagger	Random Foes	E	Physical attack x2-4.
Blinding Arrow	Bow	One Foe	B	Physical attack, 50% chance of inflicting Blindness for three turns.
Blinding Slash	Dagger	One Foe	B	Physical attack, 50% chance of inflicting Blindness for three turns.
Flambe	Fire	All Foes	A	Fire attack x2.

NAME	TYPE	TARGET	POWER	EFFECT
Overhead Swing	Axe	One Foe	S	Physical attack.
Thrash	Spear	All Foes	B	Physical attack.
Crush and Grind	Axe	One Foe	S	Physical attack.
Head Bash	Axe	One Foe	C	Physical attack.
Poison Arrow	Bow	One Foe	B	Physical attack, 50% chance of inflicting Poison for three turns.
Poison Slash	Dagger	One Foe	B	Physical attack, 50% chance of inflicting Poison for three turns.
Pointed Shot	Bow	One Foe	B	Physical attack.
Demon Blade	Sword	One Foe	S	Physical attack.
Defensive Posture	Buff	One Ally	—	Increase Physical Defense and Elemental Defense for three turns.
Flurry	Bow	All Foes	B	Physical attack x2-4.
Questionable Substance	Buff	One Ally	—	Increase Physical Attack for three turns.
Peerless Strike	Spear	One Foe	A	Physical attack.
Hyal Hyal Hyal	Spear	One Foe	D	Physical attack x3.
Mental Augmentation	Buff	All Allies	—	Increase Elemental Attack and Elemental Defense for three turns.
Mental Degradation	Debuff	All Foes	—	Reduce Elemental Attack and Elemental Defense for three turns.
Fresh from the Oven	Heal	One Ally	—	Restore 500 HP.
Sweeping Slash	Sword	All Foes	B	Physical attack.
Lightning Bolt	Lightning	All Foes	C	Lightning attack.
Sweep	Sword	One Foe	E	Physical attack x2.
Combo Thrust	Spear	One Foe	E	Physical attack x2.

## Journey A Bewildering Dance with Chance

The Dancer job skill Bewildering Grace causes random effects to occur in battle. Such effects can occur up to four times through Boost. The number of Boosts changes both the type of effect available and the probability of them triggering. The best effects become possible

at max Boost, such as 10,000% JP and EXP received. Also, the "Luck of the Cait"—type skills available to captured Cait-type creatures un-leash specific effects at random. The effects available change according to the type of Cait creature captured.

### ◆ EFFECTS CAUSED BY BEWILDERING GRACE

EFFECT TYPE	BOOST-INDUCED TRIGGER CHANCE (%)			
	NONE	2	3	MAX
Inflict Sleep on a single foe for two turns.	10	10	8	8
Reduce Physical Defense and Elemental Defense on all allies for two turns.	10	10	8	8
Failure, nothing happens.	10	10	6	4.8
Restore 400 HP to the user.	10	8	8	8
Wind attack on all enemies.	10	8	8	8
Increase Physical Attack to all allies for two turns.	10	8	8	8
Restore 50 SP to all allies.	5	4	4	4
Restore 1 BP to all allies.	5	4	4	4
Inflict on to all allies for two turns.	5	4	4	4
Thunder attack on one foe (high-powered).	5	4	4	4
Fire attack on enemies and allies via explosion.	5	4	4	4
Reduce the user's SP to zero.	5	4	4	4
Double JP earned when winning the battle. *2	5	4	4	4
Double EXP earned when winning the battle. *2	5	4	4	4
Restore all BP to all allies.	0	2	2	2
Inflict Poison to all enemies for nine turns.	0	2	2	2

EFFECT TYPE	BOOST-INDUCED TRIGGER CHANCE (%)			
	NONE	2	3	MAX
Damage all allies, prevent use of items.	0	2	2	2
Non-elemental attack x3 on all enemies.	0	2	2	2
Reduce an ally's BP to zero.	0	2	2	2
Power up the enemy via demon summon.	0	2	2	2
One magic reflection on all allies.	0	2	2	2
500% JP earned when winning the battle. *2	0	0	2	2
500% EXP earned when winning the battle. *2	0	0	2	2
Restore all ally HP, SP and BP, cure status ailments and revive from KO.	0	0	1	1
Summon a demon to deal massive damage to all enemies.	0	0	1	1
Reduce an ally to 1 HP.	0	0	1	1
50% chance of instantly KO'ing a random ally (other than the user).	0	0	1	1
Fire attack on all allies via blaze (high-powered).	0	0	0	0.5
Change an enemy into a Cait (enemies like bosses are unaffected).	0	0	0	0.5
10,000% JP earned when winning the battle. *2	0	0	0	0.1
10,000% EXP earned when winning the battle. *2	0	0	0	0.1

### ◆ LUCK OF THE CAIT EFFECTS

SUMMON CREATURE	EFFECT
Luck of the Cait (Cait)	Increase Physical Attack, Elemental Attack, Physical Defense, and Elemental Defense of all allies for two turns (more turns when using Boost).
	Increase Accuracy, Evasion, Critical, and Speed of all allies for two turns (more turns when using Boost).
	Reduce Physical Attack, Elemental Attack, Physical Defense, and Elemental Defense of all enemies for two turns (more turns when using Boost).
	Reduce Accuracy, Evasion, Critical, and Speed of all enemies for two turns (more turns when using Boost).
Deluxe Luck of the Cait (Cultured Cait)	Restore 1,111 HP to all allies (up to 7,777 HP when using Boost).
	Restore 7 SP to all allies (up to 777 SP when using Boost).
	Restore 1 BP to all allies (up to 5 BP when using Boost).
	Restore 10% of max HP, 5% of max SP, and 1 BP to all allies at the end of each turn for two turns (more turns when using Boost).
Supreme Luck of the Cait (Chubby Cait)	Restore 1,110 HP to all allies (up to 7,776 HP when using Boost), revive any KO'd allies.
	Bestow two counter and magic reflection effects to all allies (more turns when using Boost), revives once when KO'd in battle.
	Nullifies party debuffs and status ailments, nullifies enemy buffs, prevents party debuffs and enemy buffs for two turns (more turns when using Boost).
	Renders all allies invincible for two turns (more turns with Boost).

\*2: Effects do not stack, with the stronger effect overwriting others when Bewildering Grace is used multiple times in a battle.



# The Journey Continues . . .



*The eight travelers reached the end of their respective journeys. And yet, this does not signal the end of all journeys.*



*Your bond with one young lad in particular will send you reeling around the grand wheels of fate . . .*



## From Those Who Came Before

Two messages were left behind detailing a battle against the almighty foe faced at journey's end. The climactic battle unfolded across two phases, each with their own unique shape and structure.

### Missive of the Spiritual Perception

#### First Half

##### Phase 1 (Boss HP 100–85%)

The boss was invincible in the presence of the three souls it summoned, requiring the eliminating of those wayward spirits. Even so, the Screaming Soul or Wailing Soul would revive if both weren't defeated at the same time. This meant discovering their weaknesses, adjusting their Shield Points, and putting them in Break simultaneously in order to overcome this predicament.



##### Phase 2 (Boss HP 85–50%)

Three souls were summoned again, but this time all three needed to be annihilated at once. What's more, these souls rotated between weaknesses as they received attacks . . . from fire to water; from water to thunder; to wind, then light, and back to fire again. Each started on a different weakness, so the heroes used Attack commands to line up their weaknesses, then used group elemental attack spells of the Scholar and Sorcerer jobs to Break them and defeat them all at once. This clever thinking left the boss open to attack. Still, this could not last for long, as the fiend would summon the souls once more if enough time had passed.

##### Phase 3 (Boss HP under 50%)

Unlike phases 1 and 2, the summoned souls would not prevent the boss from receiving attacks. Unfortunately, it gained access to Curse of the Afterworld, which placed timers above three party members' heads that would KO them once their timer reached zero. Defeating any of the souls released their respective timer, but as each timer bore a different length, the party was forced to tackle the soul corresponding to the shortest timer length. At 15% HP, the boss absorbed all of the souls to increase its strength, and occasionally inflicted petrification on party members. This horrifying state could supposedly be undone with the Herb-of-grace items used in the battle against Redeye.

#### Latter Half

##### Phase 1 (Before defeating all three parts)

The three parts prevented Galdera from receiving attacks until they were destroyed. Defeating any parts or dropping their HP past a certain point would make the remaining parts stronger. This meant that dealing even damage across all three parts would cause all of them to power up at once, creating an irreversible gap in power. Thus, it was essential to focus firepower on one part at a time. Depending on party strengths, the heroes felt it best to prioritize their tasks in the following order.

- Strong Physical Defense: Defeat Blade of the Fallen last.
- Strong Elemental Defense: Defeat Abyssal Maw last.
- Strong battle tactics: Defeat Lyblac last.

They also noted that Galdera would occasionally nullify ally buffs, so frequent attempts at buffing might have been more trouble than it was worth.

##### Phase 2 (After the third part is broken)

Not much changed in this phase, with Galdera relying primarily on attacks with pure damage output. That being said, the action he telegraphed once his Shield Points fell a set amount required due caution. Were the party unable to Break him, their BP would be completely drained, converted into his Shield Points. On the other hand, a successful Break under these circumstances would max out the party's BP instead. Maintaining a minimum level of BP was important to allow Boosting when aiming for a Break . . . or so they say.

#### ◆ FEATURES OF SUMMONED SOULS

##### · RAGING SOUL

Uses mostly physical attacks, so reducing Physical Attack is recommended. It employs powerful counters, but only has elemental attack weaknesses, so focus on spells to inflict damage.

##### · WAILING SOUL

Contaminate inflicts various status ailments at once, while Debilitation can do the same to the entire party. Recover from these ailments as soon as they hit, or use Rehabilitate to prevent them entirely.

##### · SCREAMING SOUL

Its powerful Delayed Incantation attack unleashes various effects at the start of the turn. Receiving this and another attack at the same time can be fatal for your party, so keep an eye on the turn order. At 25% HP or less, it will telegraph its self-destruct attack, so destroy it before its next action.

#### ◆ KEY CHARACTER



##### ALFYN (SECONDARY JOB: SORCERER)

Uses Concoct with a Purifying Dust base to restore allies from status ailments and recover HP. Access to mighty group attacks is a plus, offering opportunity to defeat all the summoned souls at once. What's more, this meshes well with the subsequent mention of Olberic with the high single-target damage output afforded by equipping him with the Warmaster job.

#### ◆ FEATURES OF ACCOMPANYING FOES

##### · BLADE OF THE FALLEN

Uses mostly physical attacks, so reducing Physical Attack is recommended. Its power-up increases the power of its group attacks as well as its actions per turn. Parties confident in their Physical Defense can leave this enemy until the end.

##### · ABYSSAL MAW

Its power-up allows it to use Mattias's Infernal Flame and Ogre Eagle's Toxic Rainbow. Defeat Maw first if these attacks seem too troublesome to deal with.

##### · LYBLAC

She has many annoying actions, even recovering the Shield Points of other parts. You may want to defeat her first, but you may want to save her for last, as she is the least troublesome of the three parts to face at the end.

#### ◆ KEY CHARACTER



##### OLBERIC (SECONDARY JOB: WARMASTER)

Deals massive damage to single targets, making him suitable for the attack faction. Continuous attacks on all foes will make things inconvenient for you, so avoid group attacks.



## Missive of Calibrated Combat

A chance encounter with ultimate evil received the heroes at the end of their long adventure. His power was unfathomable, requiring the party to rethink their tactics, rearrange their party, and endure failure over and over. For the sake of future challengers, this message details useful combinations of skills, support skills, and jobs to oppose this abomination.

### USEFUL SKILLS

Dohter's Charity (Apothecary)	Items target whole parties. Effective when combined with items like Energizing Pomegranate (L) or Revitalizing Jam.
Aelfric's Auspices (Cleric)	Use powerful skills like Nightmare Chimera and high-tier elemental spells in succession.
Nightmare Chimera (Warmaster)	Deal incredible damage to a single target.
High-tier elemental spells (Glacies Claudens, Ignis Ardens, etc.) (Sorcerer)	Powerful attacks that quickly whittle down Shield Points.
Sealtige's Seduction (Dancer)	Combined with Rehabilitate, all party members become immune to status ailments for up to nine turns.
Transfer Rune (RuneLord)	Confer effects from Rest, Sideslep, and various runes on the entire party.
Elemental Break (Sorcerer)	Reduce the enemy's Elemental Defense. Aim for even greater damage when combining Aelfric's Auspices with a third-tier elemental spell.
Concoct (Alfyn)	Lets you heal all allies and chip away at enemy Shield Points. Often used in situations where magic skills are prohibited.

### USEFUL SUPPORT SKILLS

Physical Prowess (Warmaster)	Continuous Physical Attack and Physical Defense boost. No more need to use turns in battle to confer these effects.
Elemental Edge (RuneLord)	Continuous Elemental Attack and Elemental Defense boost. No more need to use turns in battle to confer these effects.
Surpassing Power (Warrior)	Raises damage cap. Useful when combined with the Warmaster's Nightmare Chimera skill.
BP Eater (Starstae)	150% damage to a Boosted attack.
Patience (Hunter)	25% chance of acting again at the end of the turn. An excellent—albeit unreliable—method for increasing attack and recovery opportunities.
Saving Grace (Cleric)	Heal beyond max HP, making it easier to weather enemy attacks.
Augmented Elements (Sorcerer)	Boost Elemental Attack with no downside.
The Show Goes On (Dancer)	Add an extra turn to oft-used skills like Aelfric's Auspices.

## Example Character and Job Combinations



### OLBERIC (SECONDARY JOB: WARMASTER)

SUPPORT SKILLS: PHYSICAL PROWESS, SUMMON STRENGTH, BP EATER, SUMMON STRENGTH

Use Nightmare Chimera on enemies in Break state to deal ultimate damage. A weapon is consumed in the process, so stock up on powerful ones before battle. He can attack twice with Aelfric's Auspices cast on him, further increasing his damage output.



### PRIMROSE (SECONDARY JOB: CLERIC)

SUPPORT SKILLS: PHYSICAL PROWESS, ELEMENTAL EDGE, SP REGENERATION, PATIENCE

Act as healer and support for the party. When you need to heal your party, use Heal More to recover HP. When at 3+ BP, cast Aelfric's Auspices (prioritizing Scholar or Sorcerer job characters). Otherwise, support the party with items or skills.



### ALFYN (SECONDARY JOB: DANCER)

SUPPORT SKILLS: PHYSICAL PROWESS, ELEMENTAL EDGE, RESIST AILMENTS, PATIENCE

Using Dohter's Charity to have items effect all targets lets any character act as the party healer. This applies not only to HP recovery, but maintaining ally BP with items like Energizing Pomegranate (L) and Revitalizing Jam.



### THERION (SECONDARY JOB: SCHOLAR)

SUPPORT SKILLS: ELEMENTAL EDGE, ELEMENTAL AID, BP EATER, SURPASSING POWER

Use Aelfric's Auspices on him, then have him attack with second-tier elemental spells. Though not as strong as the Sorcerer job, you can unleash two-hit attacks twice, obliterating the Shield Points of any foes in an enemy group with the same elemental weakness.



### H'AANIT (SECONDARY JOB: WARRIOR)

SUPPORT SKILLS: PHYSICAL PROWESS, SUMMON STRENGTH, BP EATER, SURPASSING POWER

Use Brand's Thunder to damage single targets, and Draefendi's Rage to damage entire enemy parties. For souls with only physical weaknesses, use the multi-hit attack Arrowstorm to reduce their Shield Points.



### OPHILIA (SECONDARY JOB: APOTHECARY)

SUPPORT SKILLS: PHYSICAL PROWESS, ELEMENTAL EDGE, SP REGENERATION, PATIENCE

Like Alfyn, she can use Dohter's Charity to make single-target items effect entire groups. Thanks to her base Cleric job, she doesn't need Dohter's Charity to heal the party, relying instead on skills like Heal Wounds or Heal More when necessary.



### CYRUS (SECONDARY JOB: SORCERER)

SUPPORT SKILLS: ELEMENTAL EDGE, ELEMENTAL AID, BP EATER, SURPASSING POWER

Use Aelfric's Auspices on him, then have him attack with third-tier elemental spells. This makes for a total of six attacks, carving a large chunk out of Shield Points or—if the enemy is already in Break state—dealing unforeseen amounts of damage.



### TRESSA (SECONDARY JOB: RUNELORD)

SUPPORT SKILLS: ELEMENTAL EDGE, PHYSICAL PROWESS, RESIST AILMENTS, PATIENCE

After using Transfer Rune, Sideslep will allow the whole party to avoid a single physical attack. Also, Transfer Rune will also affect subsequent use of rune-related skills adding elemental effects to attacks. It depends on enemy weaknesses, but using Light Rune should be good on the whole.





EXTRA

World of Octopath Traveler



# Art Gallery

## The Travelers

Character sheets for the game's eight protagonists. Some of the looks shown here vary wildly from the official designs used in-game.







Yo!

Herb satchel

- Under cape.  
A hatchet runs through his belt.  
These are used in-game as weapons, but  
for him, it's more like a tool used for  
travel and daily life.

Thief



Beneath the poncho

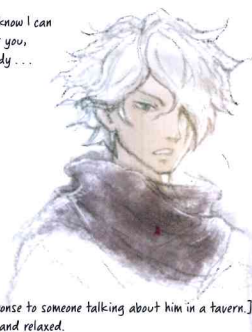


Body shape (wiry muscle)



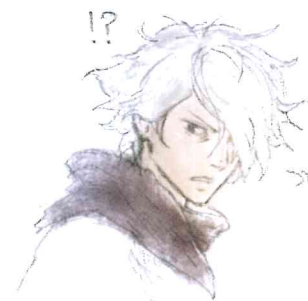
You know I can  
hear you,  
buddy...

[In response to someone talking about him in a tavern.]  
\*Calm and relaxed.



!?

[In response to Heathcote, who appears behind him after sneaking into  
Ravus Manor without him noticing.]  
\*Even when surprised, he'd only display this degree of emotion.



Bone knife for  
cleaning.  
A sharpened bone  
wrapped in a  
leather grip

Bone arrowhead

- No metal used.

Buckles and rawhide  
fasteners are all made of  
animal bone and horn.

- No shiny or jangly  
accessories, as they'd get  
in the way of hunting.

Note: Quiver facing the  
wrong direction in the  
right-hand illustration.



- The PC scholar drapes a robe around his shoulders like a cape.



- Robe worn properly.

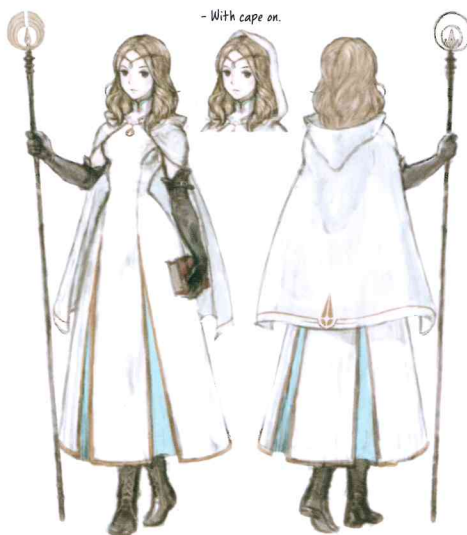


Image of other scholars.

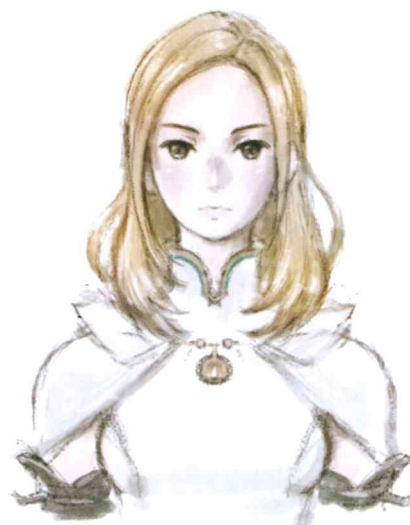


Knee fastener  
Socks

- With cape on.



- With cape off.



Knapsack.  
This size is befitting  
of a merchant.



- Caricature



\*fwump\*

\*unroll\*



We're open for business!



[Impromptu Sales Stall]



## Caricature Gallery

Illustrations made as reference for the in-game sprites. This section also includes illustrations for NPC townspeople characters.



Susanna

Lucia

Eliza

Therese

Lianna

Cecily



Cordelia

Z'aanta

Heathcote

Darius

Mattias

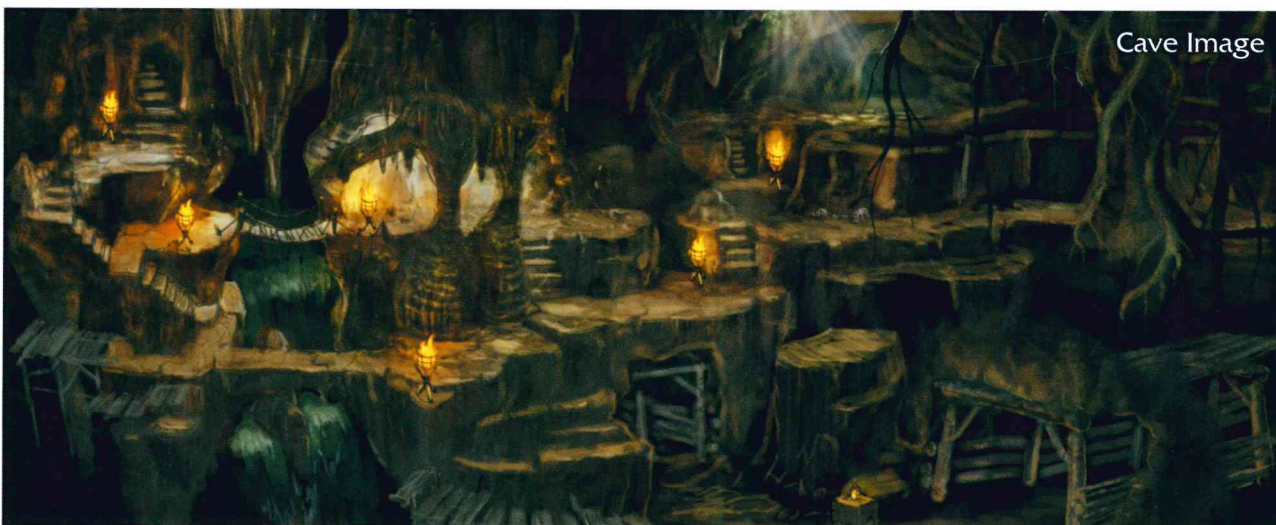
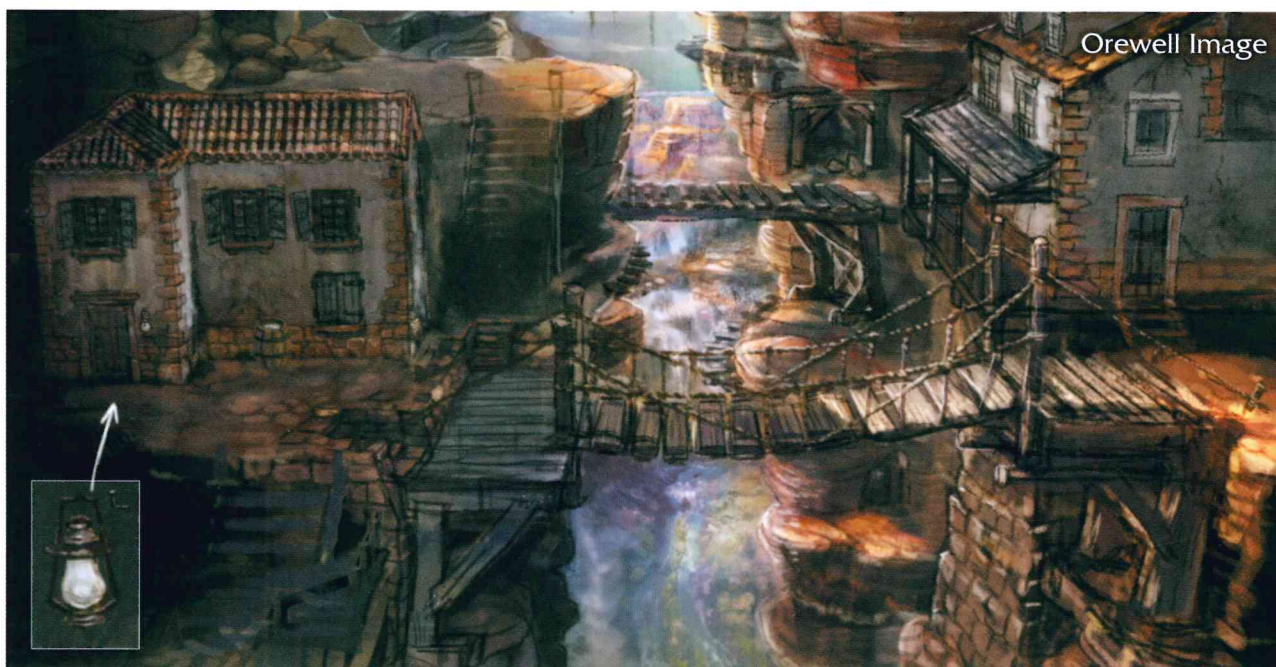
Erhardt





## Background Setting Gallery

The fantastical world of *Octopath Traveler* was brought to life through the patented "HD-2D" art style. Toward that end, background images were drawn in exquisite detail.





# Enemy Design Collection

Design illustrations for the many foes fought throughout the main story.

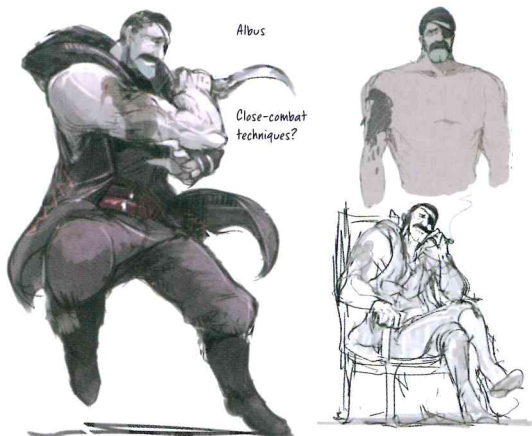






Rufus

Pose showing off his left arm.



Albus

Close-combat techniques?



Simeon (phase 1)



Simeon (phase 2)



Blotted Viper

Mandala colors



Face-shaped patterns



Vanessa

26 and Mary-like



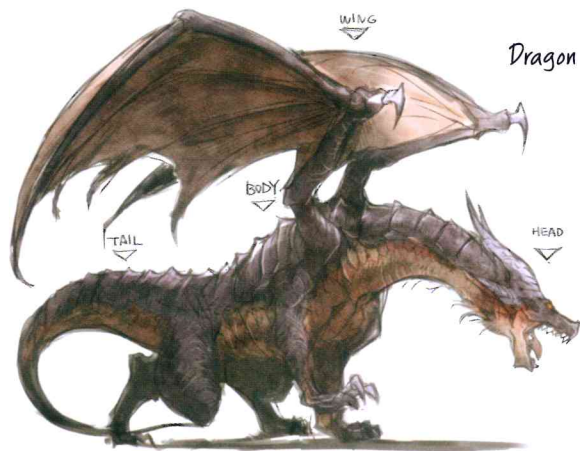
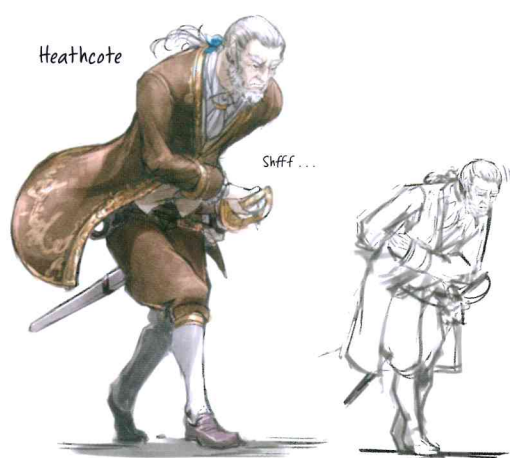
Miguel

Bandages underneath...  
Blood from victim(s), his own  
wounds, etc.

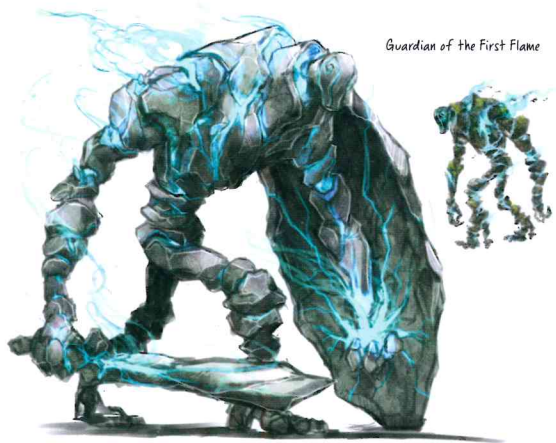


Ogre Eagle









Guardian of the First Flame

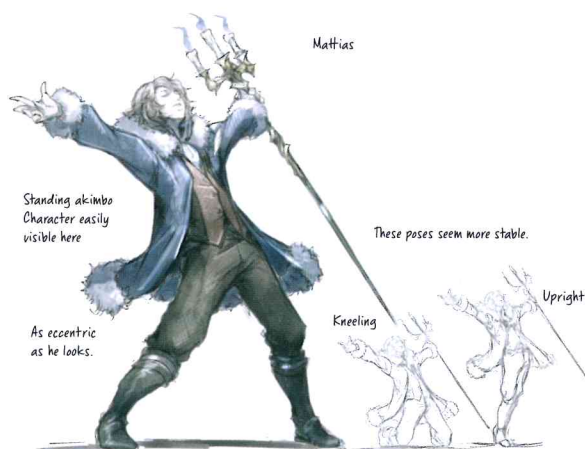


Mānagarmr

Black around the eyes  
and snout like a hyena  
or African wild dog.



Mystery Man



Mattias

Standing akimbo  
Character easily  
visible here

These poses seem more stable.

As eccentric  
as he looks.

Kneeling

Upright



Russell

(Stolen book.)

Appears flustered



Gideon



Yvon

Scholar boss (Headmaster Yvon)



Lucia



Omar



Venomtooth Tiger (temp)



Victorino



Black  
eyeshadow,  
pale black lips.

Esmeralda

Nemo

Knife on her back.

Mark of the crow



Balogar



Steorra



Ornament  
—curtain type

Dreisang

Blindfold

Eye brows

Veil



Winnhild





# Orsterra Chronology

<b>1600 years prior</b>	<ul style="list-style-type: none"> <li>Aelfric descends to Orsterra. He lights the Sacred Flame on the continent, sealing Galdera the Fallen. Galdera's name is hidden away.</li> <li>The gods return to the heavens to heal their wounds from the battle against the Fallen.</li> </ul>
<b>1500 years prior</b>	<ul style="list-style-type: none"> <li>The foundation of what would become the Church of the Sacred Flame is created. Currently located in the north region of the Woodlands.</li> </ul>
<b>1400 years prior</b>	<ul style="list-style-type: none"> <li>The Church of the Sacred Flame learns the existence of the Sacred Flame in areas across Orsterra from a traveling cleric's report. They dispatch clerics to spread their doctrine, founding churches across the land.</li> </ul>
<b>1000 years prior</b>	<ul style="list-style-type: none"> <li>The Church of the Sacred Flame founds three cathedrals as bases in locations spoken of in the legend of the Sacred Flame: Flamesgrace in the Frostlands, Goldshore in the Coastlands, and Saintsbridge in the Riverlands.</li> </ul>
<b>900 years prior</b>	<ul style="list-style-type: none"> <li>The Church of the Sacred Flame discovers the First Flame. A ritual begins in association with Aelfric's legend of the Sacred Flame. This becomes the foundation for the subsequent rite of Kindling.</li> </ul>
<b>600 years prior</b>	<ul style="list-style-type: none"> <li>In imitation of the Kindling, pilgrimages to Sacred Flame locations becomes popular among followers of the Church.</li> </ul>
<b>591 years prior</b>	<ul style="list-style-type: none"> <li>The Knights Ardante are founded as a military force to protect the Church and its believers on pilgrimage.</li> </ul>
<b>520 years prior</b>	<ul style="list-style-type: none"> <li>A ring is discovered, engraved with symbols of the gods.</li> <li>The Church secretly stores the ring in an ancient shrine on the isle of Orsa.</li> </ul>
<b>400 years prior</b>	<ul style="list-style-type: none"> <li>With the backing of the Church, the Riverlands kingdom of Ferien begins to expand its territory.</li> <li>Ferien conquers the Cliftlands.</li> <li>They reach a secret understanding with some clans of the Sunlands, turning the region into a province of Ferien.</li> </ul>
<b>270 years prior</b>	<ul style="list-style-type: none"> <li>Sage Salomon of the Kingdom of Bernstein in the Highlands discovers ruins while traveling in the vicinity of Duskbarrow in the Woodlands. He learns of the existence of the Gate of Finis.</li> <li>Salomon scribes From the Far Reaches of Hell, based on knowledge obtained from the ruins in Duskbarrow and other parts of the Orsterra continent.</li> <li>Salomon receives a revelation from Galdera. Afterward, the devoted scholar once known as "Alephan's Prodigy" begins to behave like a different person, and is soon called "The Mad Scholar" and "The Butcher."</li> </ul>
<b>217 years prior</b>	<ul style="list-style-type: none"> <li>The Coastlands kingdom of Grandport invades the Flatlands.</li> <li>The eight clans of the Flatlands join forces to oppose Grandport.</li> <li>The Church of the Sacred Flame announces their support of the Flatlands clans.</li> <li>The Flatlands alliance is triumphant, and the kingdom of Atlasdam is founded.</li> <li>The kingdom of Atlasdam assigns the southern Frostland territories to the Church of the Sacred Flame. It becomes the Sacred Flame Papal State.</li> <li>War breaks out between the kingdoms of Bernstein and Granato. The Bernstein scholar Salomon seeks the Gate of Finis.</li> <li>Beowulf, knight-errant and second prince of Bernstein, participates in the war against Granato.</li> <li>Salomon opens the Gate of Finis. Throngs of monsters appear from the underworld. Lyblac also appears in the world.</li> <li>Odin Crossford, great sage and Beowulf's travel companion, seals the Gate of Finis with the Dragonstones he had obtained in the east.</li> <li>Beowulf marries Hildegard of Granato. The Kingdom of Hornburg is founded in the Highlands as a successor to the ruined Granato kingdom.</li> <li>Beowulf entrusts the Dragonstones to his friend, the knight Oscar Ravus. Lord Oscar Ravus returns to Ferien.</li> </ul>
<b>126 years prior</b>	<ul style="list-style-type: none"> <li>The Ventus Dynasty, of the Highlands country of Everhold, falls into ruin over a civil war backed by agnate princes, born of the king's mistress and the queen, respectively. The Theatrum Dynasty is established.</li> <li>The second prince, Simeon, goes missing.</li> </ul>
<b>118 years prior</b>	<ul style="list-style-type: none"> <li>The leaders of Orsterra hold an imperial conference at the summons of Pope Catalina of the Church of the Sacred Flame. Such conferences come to be held irregularly to resolve cross-national issues.</li> </ul>
<b>≈115 years prior</b>	<ul style="list-style-type: none"> <li>Sacred Flame priest Matthew (later Mattias), is appointed to a village on the Frostlands frontier, which then burns down in a wildfire.</li> <li>Matthew meets Lyblac and obtains eternal youth.</li> <li>Matthew establishes the Obsidians alongside Simeon.</li> </ul>
<b>≈100 years prior</b>	<ul style="list-style-type: none"> <li>The ring housed in Orsa island's shrine is discovered to have been stolen.</li> </ul>
<b>35 years prior</b>	<ul style="list-style-type: none"> <li>Olberic is born in the Highlands kingdom of Hornburg.</li> </ul>
<b>30 years prior</b>	<ul style="list-style-type: none"> <li>Cyrus is born in the Flatlands town of Atlasdam.</li> </ul>
<b>26 years prior</b>	<ul style="list-style-type: none"> <li>H'aanit is born in the Woodlands town of S'warkii.</li> </ul>
<b>24 years prior</b>	<ul style="list-style-type: none"> <li>Lyblac makes contact with Werner.</li> </ul>
<b>23 years prior</b>	<ul style="list-style-type: none"> <li>Primrose is born in the Flatlands town of Noblecourt.</li> </ul>



<b>22 years prior</b>	<ul style="list-style-type: none"> <li>• Therion is born (birthplace unknown).</li> </ul>
<b>21 years prior</b>	<ul style="list-style-type: none"> <li>• The Highlands kingdom of Hornburg is invaded by foreign clans from southern Orsterra.</li> <li>• The imperial conference pledges to rescue Hornburg.</li> <li>• The Church of the Sacred Flame and the Orsterra alliance heads to their aid.</li> <li>• The Hornburg town of Grynd is wiped out by the foreign clans.</li> <li>• The Church and the alliance repel the foreign clans.</li> <li>• Alfyn is born in the Riverlands town of Clearbrook.</li> </ul>
<b>20 years prior</b>	<ul style="list-style-type: none"> <li>• Werner establishes a sellsword company (the Black Brotherhood).</li> <li>• Ophilia is born in the small village of Creek on the border between the Riverlands and the Clifflands.</li> <li>• Archbishop Josef performs the Kindling rite.</li> </ul>
<b>18 years prior</b>	<ul style="list-style-type: none"> <li>• Tressa is born in the Coastlands town of Rippletide.</li> </ul>
<b>15 years prior</b>	<ul style="list-style-type: none"> <li>• Lyblac spreads knowledge of the dark arts inscribed in From the Far Reaches of Hell. She appeals to Lucia's thirst for knowledge in order to restore Galdera's power. The scholar Yvon is introduced to Lyblac through Lucia, his pupil.</li> <li>• Yvon assassinates the headmaster of Atlasdam's Royal Academy, taking his place. Yvon obtains From the Far Reaches of Hell.</li> <li>• War breaks out between the Riverlands kingdom of Lieven and the Clifflands kingdom of Edolas.</li> <li>• Ophilia becomes a war orphan in the conflict between Lieven and Edolas.</li> <li>• Ophilia is put in the care of Archbishop Josef, who is on a pilgrimage for the repose of war victims' souls.</li> </ul>
<b>14 years prior</b>	<ul style="list-style-type: none"> <li>• Apothecary Ogen sets out on a journey after his wife is murdered.</li> </ul>
<b>13 years prior</b>	<ul style="list-style-type: none"> <li>• The pirate Baltazar perishes.</li> <li>• Leon quits being a pirate, becomes a merchant ship captain.</li> <li>• The Obsidians begin operating behind the scenes in the Flatlands town of Noblecourt.</li> </ul>
<b>12 years prior</b>	<ul style="list-style-type: none"> <li>• In the Clifflands town of Bolderfall, Graham Crossford leaves his son in the care of a friend and sets out in search of a way to heal his sick wife.</li> <li>• Graham arrives at the Grandport Bazaar in the Coastlands. He obtains a notebook.</li> <li>• The aristocrat Wyndham begins to invest in the bazaar. From here on, he holds a gift auction every year for his daughter, Noa.</li> </ul>
<b>11 years prior</b>	<ul style="list-style-type: none"> <li>• Therion meets Darius in the Riverlands town of Saintsbridge.</li> <li>• The poet Simeon is hired as a gardener by the Azelhart family of the Flatlands. Simeon meets Primrose.</li> <li>• The apothecary Ogen kills a man to avenge his wife. He sets out on another journey.</li> </ul>
<b>10 years prior</b>	<ul style="list-style-type: none"> <li>• The scholar Odette leaves the Royal Academy of Atlasdam.</li> <li>• The apothecary Ogen meets Graham on his journey.</li> <li>• Graham meets the merchant ship captain Leon.</li> <li>• He then learns of his wife's death.</li> <li>• After meeting Lyblac, she teaches him a method to resurrect his late wife.</li> <li>• Alfyn's life is saved by Graham Crossford.</li> <li>• The head of House Azelhart is killed by the Obsidians in the Flatlands town of Noblecourt.</li> <li>• The head of House Ravus in the Clifflands region dies in an accident. His daughter Cordelia becomes the next head of household.</li> <li>• The Dragonstones in possession of House Ravus are stolen by the Obsidians.</li> </ul>
<b>8 years prior</b>	<ul style="list-style-type: none"> <li>• The king of Hornburg perishes. A civil war ensues, but in reality Werner's sellsword group the Black Brotherhood is instigating conflict among the aristocracy.</li> <li>• Olberic begins an aimless journey.</li> <li>• Primrose begins working as a dancer for Helgenish, the tavern manager in the Sunlands town of Sunshade.</li> </ul>
<b>6 years prior</b>	<ul style="list-style-type: none"> <li>• Lyblac uses the Dragonstones to open the Gate of Finis.</li> <li>• She uses Graham in a ritual for Galdera's second coming, but fails.</li> <li>• Graham begins to transform into Redeye.</li> <li>• Therion is betrayed by Darius.</li> </ul>
<b>3 years prior</b>	<ul style="list-style-type: none"> <li>• Coastlands merchant Maruf is deceived by a friend and saddled with a hefty debt. His son Ali sets out on a merchant's journey.</li> </ul>
<b>2 years prior</b>	<ul style="list-style-type: none"> <li>• Redeye begins terrorizing the Highlands.</li> </ul>
<b>1 year ago</b>	<ul style="list-style-type: none"> <li>• The hunter Z'aanta leaves the Woodlands town of S'warkii, tasked by the Knights Ardante to eliminate Redeye.</li> </ul>
<b>Present day</b>	<ul style="list-style-type: none"> <li>• The events of <i>Octopath Traveler</i> begin.</li> </ul>



# Octopath Traveler TRPG Replay

## Memories of Fortune

Author: Yura Kubota (F.E.A.R.)    Illustrator: Naoki Ikushima (Square Enix)

F.E.A.R., the company who handled *Octopath Traveler*'s world setting and scenario creation, is known mostly for its TRPGs. Here, we will tell a side story set years before the events of the game, in a TRPG replay format brought to you by F.E.A.R.

(\*1) Orsterra  
Name derived from "Orsa's terra," aka the land of Orsa. Orsa is the god that created the twelve gods worshiped on the continent.

(\*2) F.E.A.R.  
FarEast Amusement Research. A company working primarily in the creation and sale of TRPGs.

(\*3) Yura Kubota  
A TRPG designer at F.E.A.R. Works include *Arianrhod RPG* and *Garden Order* (both published by Kadokawa). He managed the scenario and world setting collaboration for *Octopath Traveler*. He's also quite active in *Ridill World* as a Warrior of Light.

(\*4) Kakunoshin Futsuzawa  
A freelance writer. He is a member of Square Enix's 11th business division. For *Octopath Traveler*, he handled the scenarios of the apothecary Alfyn, the dancer Primrose, and the merchant Tressa.

### PROLOGUE

#### Introductory Remarks

The following tale is but a brief aside to the story of *Octopath Traveler*, set on Osterra (\*1), a land named after an ancient deity.

Allow us to introduce your three protagonists:

Olberic, wandering warrior of the mountainous Highlands searching for the meaning of his sword after losing king and country.

Therion, solitary thief of unknown origins grown distrustful after the betrayal of a friend and kindred spirit.

And Alfyn, generous apothecary from the rolling Riverlands who treats villagers with his friend, all the while dreaming of traveling like the man who saved him.

These are their exploits before their roads converge in the events of *Octopath Traveler* . . .

The hidden tale of their encounter will be told as part of this "replay" adventure.

A play unlike a play, a novel unlike a novel. The gameplay style of a TRPG arranged as reading material: this is what the "replay" is all about.

But seeing is believing, as they say.

We invite our readers to enjoy the tale at your leisure.

### PREPLAY

#### Onward, to Adventure

Game Master (GM): Once again, I am Yura Kubota (\*3) from F.E.A.R. (\*2), and I will be the GM for this game. Here's to a great game!

All: Cheers!

GM: Now then, allow me to explain how the TRPG works. This is the first TRPG for our friend Kakunoshin Futsuzawa (\*4) here, and I assume some of those reading the transcript of this will be new to the concept.

Futsuzawa: [nervously] Looking forward to it, everyone.

GM: TRPG stands for "tabletop roleplaying game." Given its lack of electronic components, it is considered one example of analog gaming. Players participate in the game as protagonists of the story, talking with other players or the GM controlling story progression to make their way through the game—that's a TRPG.

Futsuzawa: Similar to a console RPG, really.

GM: Historically speaking, games that let you play TRPGs on computers or consoles are known as electronic game RPGs. Also, many such games became known as "table talk" RPGs in Japan to differentiate them from other RPGs.

Futsuzawa: Okay, I see.

GM: I digress. As I said before, there are two paths of participation of a TRPG: GM or player.

\* \* \*

It's going to get a little long from here, so allow me to supplement.

Those of you out there who already know how TRPGs work, feel free to skip ahead to the next section.

Now then! While you don't see them much in regular games, game masters—or GM—are one participant of a TRPG, acting as a referee of sorts.

Think of it like this—GMs are like a game console and disc, while the other players are the ones holding the controllers.

Like in online RPGs such as *Dragon Quest X* and *Final Fantasy XIV*, players participate in the game controlling a single character (known as the "player character," or PC).

It's up to the player to decide the type of roles or actions they'd like their PC to take (hence the "role" in "role-playing game").

On the other hand, it's the GM's job to explain the area and situation the PCs are in, as well as the effects of PC actions. They guide PCs through the game, all the while managing nonplayer characters (NPCs) like enemies, deuteragonists, and townspeople. Now do you see why we likened the GM to a game console/the game software itself?

\* \* \*

GM: . . . And that's the meat and potatoes of it.

Futsuzawa: This all seems pretty complicated.

GM: I get what you mean, but don't worry—you'll get it quickly once we get started.

Futsuzawa: Okay!

GM: Now then, it's time to play the game made specially for this book: The *Octopath Traveler* TRPG! (\*5)

All: [cheering]

GM: It's not exactly the same as the Nintendo Switch game, but its ambiance is definitely here. F.E.A.R. was so involved in the game's production, it's only fair to publish their replay as well. [laughs]



Futsuzawa: By the way, what's a "replay"?

GM: That's what you call the transcript of a TRPG session . . . not as exciting as modern gamer streams, but fun all the same. We'll be playing the game today to compile said replay, but the PCs you'll be using were prepared by me this time. Players usually create their own PCs in a TRPG, but since this an *Octopath Traveler* story . . . (hands Futsuzawa the character sheet on the next page)

Futsuzawa: This is . . . Alfyn?!

GM: Yep. [laughs] This paper is called a character sheet. It contains a PC's stats, abilities, equipment, and more. Refer to this sheet as we advance through the game. Since we're having you play, Futsuzawa, I figured I should have you man the character whose scenario you penned. [laughs]

Futsuzawa (hereafter "Alfyn"): Thank you very much! I'll give him a shot. [laughs]

GM: Give it your best! Well now, I'd like to get started, but please read the Trailer and Scenario Handout first.

Alfyn: "Trailer"? You mean one of those videos they show before a movie?

GM: Sure, something like that. [laughs] For a game like this, the "trailer" is something you use to convey the scenario ("6) and the ambiance of the experience.

Alfyn: Hmm, I see.

GM: Comedy, tragedy, horror, mystery . . . TRPGs let you enjoy stories in a variety of genres. Explaining this to the player first prevents any discord between GM and player, making the game easier to play.

Alfyn: Huh, that makes sense.

GM: This concept has a different name depending on the game. We're calling it a "trailer" here, but some games call the practice the "view."

Alfyn: The "view"? Not a "preview"?

GM: It's a digest of the current game, not a future game, hence just "view."

Alfyn: Oh, I see what you mean. It's not exactly inaccurate then, is it? [laughs]

GM: Now then, back to the main subject. Let's take a look at your trailer!

*Clearbrook, an unassuming village nestled among the streams of the Riverlands.*

*An incident occurred in this normally peaceful hamlet.*

*A girl had ventured outside of the village, but had yet to return.*

*Eyewitness accounts of monsters in the area, and rumors of bandit attacks on merchants, caused the villagers to worry.*

*Where could the girl have gone . . . ?*

Octopath Traveler TRPG:

"Memories of Fortune"

*The time has come to set out on your path . . .*

Alfyn: Wow, it really is like a trailer! [laughs]

GM: Not all TRPGs have such things, but most games created by F.E.A.R. include them.

Alfyn: Indeed, they do.

GM: Next is the Scenario Handout. With this document, the GM conveys to the player what sort of PC they'd like them to make, as well as the type of roleplay they'd like them to perform. In Alfyn's case, for example . . .

#### Scenario Handout for Alfyn

Connection: Mary  
Relationship: Protection

*You work as an apothecary with your friend Zeph in Clearbrook.*

*The villagers trust and rely on you, and often come to you for consultation.*

*One day, the villager Yohann comes to you about his daughter Mary, who has yet to come home. Quickly, you delegate your work to Zeph and head out in search of Mary.*

(\*5) *Octopath Traveler* TRPG!  
As of now, there are no plans to sell the rule book. But maybe, if there's enough demand for it . . . ?!

(\*6) Scenario  
Something the GM prepares in order to play a TRPG. This includes information like the story flow, appearing NPCs, and data of enemies encountered in battle.



(\*7) The friend Zeph  
A character who appears in Alfyn's tale during *Octopath Traveler*. The two of them work together as apothecaries in Clearbrook.

(\*8) Consulting the GM  
Of course, if such changes could possibly detract from the game experience, the GM can explain their inability or unwillingness to make such changes, and have players create PCs according to the settings of the Scenario Handouts.

(\*9) Alephan  
One of the twelve gods of Orsterra. A male god presiding over the sun and wisdom, the oldest of the twelve gods. He is the guardian deity of scholar; he is represented as a scholar with book in hand. His representative crest is modeled after a tome.

GM: That's how it is. As I mentioned earlier, you'll be playing as Alfyn today, so this shouldn't affect creation of the PC, but I'd like you to understand the following about him:

- [1] He is the apothecary of a village called Clearbrook.
- [2] He has a friend named Zeph.
- [3] He is asked to look for Mary.

Alfyn: That's pretty easy to understand.

GM: Of course, given these requests from the GM to the player, the player is also welcome to consult with the GM (\*8) and express their desires: "I want to be a Cleric instead of an Apothecary," "my PC is female, so I'd like to make my friend Zeph (\*7) female as well." Things like that.

Alfyn: Yes, I see.

GM: That being said, you're playing Alfyn today, so you can't make any changes this time.

Alfyn: Right, that makes sense. [laughs]

GM: Plus, the PC was created based off of the trailer and Scenario Handout.

Alfyn: That seems interesting enough on its own.

GM: Character creation is part of the TRPG appeal, after all. [laughs] Okay, then, let's get started!

## OPENING PHASE

### The Incident Unfolds

Opening: Scene 01

The Chivalrous Apothecary  
Scene Player: Alfyn

A breeze from the window gently caressed their flushed skin. The wind must have carried some moisture off of the nearby stream. A tangible chill lingered in the air.

Several hours have passed since the sun—incarnation of Alephan, the Scholarking (\*9)—crossed its zenith. It is not yet dark, but sunlight continues to ebb from the room.

"Jeez, time flies, doesn't it?" Lost in such thoughts, I glanced out the window, my hands motionless over the medicine my friend had asked me to mix.

GM: This story takes place several years before the events of *Octopath Traveler*. Thus, Alfyn is still acting apothecary in the Highlands village of Clearbrook, together with his friend Zeph.

Alfyn: A few years ago . . . so "my" mother is still alive, then?

GM: Exactly. Aside from that, not much else differs from his situation at the start of *Octopath Traveler*. Even as acting apothecary, I doubt he's earning any money for his services. [laughs]

Alfyn: Yeah, that sounds about right. [laughs]

GM: As usual, you're about to head over to Zeph's clinic.

Alfyn: In that case, I tell my mom I'm heading out and hit the road.

GM: "See you later, dear! Try not to be a bother to poor Zeph, okay?"

Alfyn: Yeesh. That's a mom for you. [laughs]

GM: Her comments aren't mean-spirited at all. She's grateful that you can work, given how weak her body has become. Still, given your personality, she knows you'll cause Zeph trouble. [laughs]

Alfyn: I see what you mean. Hmm, it's kind of moving, when I think about it. By the start of *Octopath Traveler*, she'd already been dead for a year . . .

GM: Yes indeed.

Alfyn: . . . Whoops, I'm getting a bit gloomy from the get-go. I think I'll head to Zeph's place.

GM: Okay, so you go to the clinic. You and Zeph see patients as usual, concocting medicines over the day. As the sun begins to set and the work reaches a stopping point, Zeph speaks up. "Good work today, Alfyn!"

Alfyn: Back at you, buddy!

GM: "I'm grateful for your help. You're better at mixing medicines than I am."

Alfyn: Come, now, flattery will get you nowhere.

GM: "I'm serious, man! And not only that—" As he

# OCTOPATH TRAVELER®

## Character Sheet (v. 1.0)

Character Name	Alfyn Greengrass	Base Job	Chemist					
Player Name	Kakunoshin Futsuzawa	Secondary Job	—					
Stats	Success Rate	Special Skills	Path Action					
STA 16 ( 80 % )		Skill Name Effect	INQUIRE					
PER 12 ( 60 % )		Heal <Treatment> +10% (postcalculation)	Ability: Intimidation, Negotiation					
INT 12 ( 60 % )		Weapon Proficiency [Axe] Axe Accuracy +10%	Timing: Main Action					
CON 14 ( 70 % )			Explanation: Successful Intimidation or Negotiation check nets you information from the target NPC. +20% to check in such times.					
CHA 13 ( 65 % )								
Abilities	Success Rate	Crit Rate	Abilities	Success Rate	Crit Rate	Abilities	Success Rate	Crit Rate
Close Combat (20%)	80 %	16 %	Workmanship (10%)	10 %	2 %	Examination ([INT] x 3%)	30 %	6 %
Ranged Combat (20%)	20 %	4 %	Observation ([PER] x 3%)	66 %	13 %	Pursuit/Escape (30%)	30 %	6 %
Melee (30%)	30 %	6 %	Horseback Riding (30%)	30 %	6 %	Resistance (40%)	70 %	14 %
Evasion (30%)	60 %	12 %	Prayer (20%)	20 %	4 %	Dancing (20%)	20 %	4 %
Coercion ([INT] x 3%)	42 %	8 %	Brewing (20%)	20 %	4 %	Magic (20%)	50 %	10 %
Athletics ([STA] x 3%)	48 %	9 %	Negotiation ([CHA] x 3%)	69 %	13 %	Beast Taming (20%)	20 %	4 %
Treatment (30%)	70 %	14 %	Sleight of Hand (20%)	20 %	4 %	( )	%	%
Secrecy (20%)	20 %	4 %	Search (30%)	50 %	10 %	( )	%	%
Weapon	Name	Type	Attribute	P. Attack	Target	Range	Notes	
	Handaxe	Melee	Sword	1d5+12	Sole	Close		
Armor	Name	Part	P. Defense	M. Defense	M. Defense	Speed	Notes	
	Shield							
	Hat	Headgear	1			0		
	Robe	Body Armor	2			0		
		Accessories						
	Total		3			0		
Personal Effects	Name	No.	Notes	Talents / Skills	Name	SP	Effect	
	Healing Grape	2	HP recovery (1d10)		Concoct	2	Setup: Can use two medicines in one action during the round.	
	Inspiring Plum	2	SP recovery (1d10)		First Aid	4	Main: HP recovery. 1d10+{5 x BP}.	
	Herb of Healing	3	Heal Poison debuff		Amputation	4	Main (axe), Critical +10%, ATK+{5 x BP}, Single target.	
	Apothecary Satchel	1	+10% to heal check					





talks, a man enters the clinic. His expression looks pretty grim.

**Alfyn:** Do I know this man?

**GM:** This is Yohann, a humble fisherman. He's one of the citizens of Clearbrook.

**Alfyn:** Oh, I get it. Well then, I say: "Oh, if it isn't Yohann! What're you doing here at this hour?"

**GM:** "Oh, you're here too, Alfyn. The thing is, my daughter Mary hasn't come home yet. I've been going around to see if anyone knows where she's gotten to, but had no luck . . ."

**Alfyn:** Say no more, old man. I'll go look for her!

**GM:** "Really? Thank you, my boy!"

**Alfyn:** Sure, leave it to me!

**GM:** "I'd like the other villagers to help out, but I hear that monsters are roaming around nearby. Still, I think you can handle it, Alfyn. Thanks for your help!"

**Alfyn:** Right, then, now that that's settled, what're we wasting our time talking for?! You can take things from here, Zeph! I open the door with a slam.

**GM:** "H-hey, wait!" Yohann exclaims, then sighs. "There he goes, off without a word . . ."

"Ah well, that's Alfyn for you."

His words cause Zeph to chuckle somewhat bitterly.

"It'll all work out with Alfyn on the case. He'll find Mary in no time."

"Boy, I sure hope you're right . . ." mutters Yohann, unable to rid himself of his anxiety. In response, Zeph tries to help in his own way.

"Say, I heard a traveling warrior came into the village the other day. Why don't we ask him for help, too?"

"Huh, you don't say . . . You're right, the more help we can get, the better. Many thanks, Zeph."

"You're quite welcome."

Watching the old man leave, Zeph mutters to himself, "Be careful out there, Alfyn."





(\*10) Shiro Hatano  
A freelance writer. He is often called on for scenario work on F.E.A.R. TRPGs. This time he fights as Olberic, the man whose scenario he took care of.

(\*11) Erhardt  
A character who appears in Olberic's tale during *Octopath Traveler*. Together with Olberic, this knight was known as one of the Twin Blades of Hornburg. Also known as the Blazing Blade.

## Opening: Scene 02 The Wandering Warrior Scene Player: Olberic

How many years have passed since I failed my king, lost my country, and took to aimless wandering?

I journey to seek out the meaning of my blade, yet have failed to find an answer; my days are spent in simple indolence . . .

Still, as long as I draw breath, this belly craves food, and the thirst of this throat needs slaking. As such, I decided to spend a brief sojourn in a village to combat my fatigue.

GM: Now then, allow me to introduce our second player: Shiro Hatano! (\*10) His PC is Olberic Eisenberg, the warrior whose scenario he handled.

Hatano (hereafter Olberic): [in a low voice] Let us begin.

Alfyn: Oh, that kinda sounded like Olberic!

Olberic: This is a roleplay, after all. [laughs]

GM: Now then, here's the Scenario Handout for Olberic! [hands Hatano the character sheet for Olberic]

Olberic: Let's see, now . . .

GM: If we did things by the book, I would have shown you all of the Scenario Handouts first, then let players choose the PC of their choice, but we're doing things a bit different this time.

Olberic: Well, we already decided who's going to use which PC beforehand, so . . .

GM: Exactly right. Now then, let's take a look!

### Scenario Handout for Olberic

Connection: Mary  
Relationship: Search

You were a knight of the former kingdom of Hornburg in the Highlands.

That country was lost to you, and you were unable to save your king's life. In your despair, you wandered aimlessly from land to land.

During this journey you arrived in Clearbrook, where you were charged with the search of a townspeople's daughter.

You took up your sword again to answer his request.

# OCTOPATH TRAVELER

Level	1
Initiative	13
HP	38
SP	29
Total EXP	
Used EXP	



Character Name	Olberic Eisenberg	Base Job	Warrior
Player Name	Shiro Hatano	Secondary Job	—
Boost Points	□ □ □ □ □		

Stats	Success Rate	Special Skills	Path Action
STA	18 ( 90%)	Skill Name	Effect
PER	13 ( 65%)	Etiquette	<Negotiation> +10% (postcalculation)
INT	10 ( 50%)	Weapon Proficiency	[Sword] Sword Accuracy +1
CON	14 ( 70%)		
CHA	12 ( 60%)		
		CHALLENGE	Ability: Close Combat, Ranged Combat, Melee
		Timing: Main Action	Explanation: Successful Close Combat, Ranged Combat, or Melee check will KO a single target NPC. +20% to check in such times.

Abilities													
Ability Name			Success Rate	Crit Rate	Ability Name			Success Rate	Crit Rate	Ability Name		Success Rate	Crit Rate
Close Combat			80%	16%	Workmanship (10%)			10%	2%	Examination ([INT] × 3%)		60%	12%
Ranged Combat (20%)			20%	4%	Observation ([PER] × 3%)			59%	11%	Pursuit/Escape (30%)		30%	6%
Melee (30%)			50%	10%	Horseback Riding (30%)			40%	8%	Resistance (40%)		60%	12%
Evasion (30%)			60%	12%	Prayer (20%)			20%	4%	Dancing (20%)		20%	4%
Coercion ([INT] × 3%)			62%	12%	Brewing (20%)			20%	4%	Magic (20%)		20%	4%
Athletics ([STA] × 3%)			74%	14%	Negotiation ([CHA] × 3%)			66%	13%	Beast Taming (20%)		20%	4%
Treatment (30%)			40%	8%	Sleight of Hand (20%)			20%	4%	( )		%	%
Secrecy (20%)			20%	4%	Search (30%)			30%	6%	( )		%	%

Weapon	Name	Type	Attribute	P. Attack	Target	Range	Notes
	Long Sword	Melee	Sword	1d10+7	Sole	Close	

Armor	Name	Part	P. Defense	M. Defense	M. Defense	Speed	Notes
	Buckler	Shield	1				
	Leather Helm	Headgear	3			-1	
	Leather Armor	Body Armor	4			0	
		Accessories					
	Total		8			-1	

Personal Effects	Name	No.	Notes	Talents / Skills	Name	SP	Effect
	Healing Grape	2	HP recovery (1d10)		Defense Boost	3	Setup. During that scene, Defense+[5xBP].
	Inspiring Plum	1	SP recovery (1d10)		Level Slash	6	Main (sword). ATK+[5 × BP]. Target: Area.
					Abide	3	Free. For this round, Attack+[5xBP].

Olberic: Oh, I see. He's still in midst of his aimless travels, isn't he?

GM: Exactly. Olberic lives in the Highlands at the start of *Octopath Traveler*, teaching swordsmanship to the Cobbleston watch, but at this point he's still on the road.

Olberic: What is the purpose of this sword . . . Erhardt (\*11) . . . why didst thou . . . He's probably tormenting himself with such thoughts as he roams.

Alfyn: And hear I thought "I" was getting grim! [all laugh]

Olberic: Well what else am I supposed to do? My beloved king was killed by my best friend Erhardt right before my eyes, leading to the downfall of my homeland.

GM: You said it. Anyway, such travels currently set you on the doorstep of Clearbrook in the Riverlands.

Olberic: Oh, Alfyn's village. Ahh okay, I think I see where this is going. Well, then, I think I'll grab an early dinner at the inn's dining hall. I turn to the innkeep and say, "Pardon me, sir. A light meal and some ale, if you would."

GM: After a moment, he brings you a tankard of ale and a plate of roasted river fish.

Olberic: River fish, you say? Certainly appropriate fare for the Riverlands. I accept it with gratitude.

GM: As you start eating, a man flights into the inn. He immediately beelines for you, and asks, "Pardon, but are you that traveling swordhand they speak of?"

Olberic: Indeed I am. Hast thou some need of me?

GM: "I am Yohann, a fisherman of this village. You see, the sun is about to set, but my daughter Mary has yet to return home . . ."

Olberic: Oh, I see. Is this the same guy that visited



Alfyn a second ago. I understand. I am in this village's debt, after all. I shall help thou look for thine daughter. Grasping the scabbard at my side, I stand up.

GM: "That sword looks to have seen its share of combat. Don't tell me you're a man of some renown?"

Olberic: No, just a traveling swordsman. Now then, hast thou any idea which way she was heading?

GM: "Unfortunately I was out fishing when she left, from the looks of it . . ."

Olberic: I see . . . then asking around about the lass takes priority.

GM: "I also went to the village apothecary Alfyn for help, so you should meet up with him . . . He knows the area up and down."

Alfyn: Looking forward to working with you!

GM: That's all well and good, Alfyn, but you're not there yet. You'll show up in a bit. *[laughs]*

Alfyn: Whoops! Right, yes, got it. *[all laugh]*

Olberic: Okay, I give a nod to Yohann, then go to look for this "Alfyn."

Olberic informs the innkeep that he's leaving, the steps outside. The village is dyed crimson by the setting sun.

"The day's already spent. I had best make haste," he muttered to himself.

The warrior made off at a quickened pace.

### Opening: Scene 03 The Solitary Swindler Scene Player: Therion

Where people gather, a myriad of rumors aren't far behind.

These may be trivial matters—a restaurant with tasty food, a dive with a beautiful dancer, and so on. But others are graver still . . . word of monsters appearing in city streets, or wars ensuing in foreign countries.

But I don't care about any of those. All I want are rumors giving off the promising aroma of financial gain.

Call me Therion. I'm a master thief, and I work alone.

GM: Last, but not least! Introducing Taketoshi Tando (\*12). His PC is Therion, the thief.

Tando (hereafter Therion): Not another troublesome character. *[laughs]*

GM: Around this time, Therion is still a loner that doesn't trust others. That's why I've prepared an opening making it easier for him to connect to other players.

Therion: Hey now, sounds like a good time.

GM: Here's Therion's Scenario Handout! *[hands Tando the character sheet for Therion]*

Therion: Let's see, now . . . Ah, this fits him to a tee. *[laughs]*

#### Scenario Handout for Therion

Connection: Ebony Lachrymite  
Relationship: Seizure

*You are a lone wolf thief.*

*During your travels you visit a tavern, you hear a merchant lament the loss of a valuable gemstone in a recent mugging.*

*Your ears perk up at its name: the Ebony Lachrymite. A tear-shaped black pearl of some renown.*

*You head for Clearbrook, a village near the highway where the merchant faced his assailant.*

GM: The setting is the Sunlands city of Sunshade. You're currently in Helgenish's tavern, where Primrose (\*13) still dances. Time-wise, this is slightly before Alfyn and Olberic's story.

Therion: I'm the only one in a different place, huh? At any rate, I keep my eyes and ears open for some chances at easy money.

GM: After a spell, you hear a merchant griping and moaning nearby . . .

"Drat, am I in a fix . . ."

"Whatever's the matter?"

"On the road near Clearbrook, you see, I was robbed by some bandits. And these weren't your average ruffians, believe you me. They made off with that Ebony Lachrymite I'd finally gotten my hands on."

"Ebony Lachrymite . . . ? Oh! You don't mean that sizable black pearl . . ."

"Aye, the very one. I know I should be happy I escaped with my life, it's just . . . A once-in-a-lifetime treasure just slipped through my grasp. It's a pity, to be sure."

Therion: Seems like I should try to get some information out of this guy. I approach the merchant and call out to him. *[changes voice]* "My, a tragedy if I've ever heard one!"

GM: "Hmm? And who might you be?"

Therion: "Ah, apologies, good sir. I, too, am a merchant in my own right. Your talk of bandits piqued my interest, you see . . ."

GM: "Oh, I see, then."

Therion: Bandit encounters are bad for business, after all. I am but a tradesman of humble means, and would rather avoid paths fraught with danger. Would you be so kind as to tell me approximately where you were met with such peril?

GM: "It was near the village of Clearbrook in the Riverlands. I was set upon as I passed through the roads in the western woods. They took everything from me, talk about a big loss."

Therion: The western woods near Clearbrook, you say . . . And you suffered a big loss, you say?

(\*12) Taketoshi Tando

A writer at F.E.A.R. He handles TRPG scenarios and replays. He participates in scenario work for *Octopath Traveler*. This time he fights as Therion, the man whose scenario he took care of.

(\*13) Primrose

One of the protagonists of *Octopath Traveler*. A dancer out for revenge.



GM: “‘Big’ doesn’t begin to describe it! Know you of the Ebony Lachrymite?”

Therion: Oh heavens, I’m afraid a novice trader like myself still has much to learn . . . I say, with a glint in my eye. *[all laugh]*

GM: “It’s a natural black stone mined in the Coastlands. The name comes from its teardrop-like silhouette.”

Therion: “Goodness, you don’t say? Certainly sounds like an article of some value!”

GM: “That it is, my friend. I planned to make a killing in one go, but my dreams have gone up in smoke.”

Therion: A tragedy if I’ve ever heard one. But surely this is just a bump in the road, good sir! As I say this, I start inquiring on their background so as to impersonate them later . . . Hmm, I see. His name is Chu, is it?

GM: Chu?

Therion: His last name is Tauriel, too.

GM: Chu . . . Tauriel? Chu Tauriel . . . wait, “tutorial”?!

Alfyn: You can’t be serious with that pun! *[all laugh]*

GM: Well, it is the introduction, after all. Fine by me. “Chu” it is. *[laughs]*

Therion: Well, now, I’ve gleaned what I could. All that’s left is to make up some half-assed excuse and get out of there. I have to hurry over to Clearbrook.

GM: How come?

Therion: I get the feeling I’ll be lifting that Ebony Lachrymite off of Olberic and Alfyn . . . *[all laugh]*

GM: I mean, all those two want is to look for Mary. *[laughs]*

Therion: Hey, people change when money comes into the equation. They’d even betray their friends to get their hands on the goods.

Therion gets up from his chair, stealing a glance at the Chu. He observes the merchant cheering at the stage dancers, as if to shake off his gloomy mood.

The thief sinks into the inky shadows, vanishing without a sound. One would expect a few of the customers to have noticed Therion’s departure.

Had any of them thought back on the moment he left the tavern, they may have remembered the word that fell barely audible from his lips:

“Darius . . .”

# OCTOPATH TRAVELER®

Level	1
Initiative	13
HP	32
SP	29
Total EXP	
Used EXP	



Character Name	Therion	Base Job	Thief
Player Name	Taketoshi Tando	Secondary Job	—
Boost Points	<div><div></div><div></div><div></div><div></div><div></div></div>		

Stats	Success Rate	Special Skills	Path Action
STA	14 ( 70 %)	Skill Name	Effect
PER	18 ( 90 %)	Dexterity	<Sleight of Hand> +10% (postcalculation)
INT	13 ( 65 %)	Magic Proficiency	(Fire) Fire magic Accuracy +10% (postcalculation)
CON	12 ( 60 %)		
CHA	10 ( 50 %)		

STEAL			
Ability: Sleight of Hand			
Timing: Main Action			
Explanation: Successful “Sleight of Hand” check nets you an item from the target NPC. +20% to check in such times.			

Abilities								
Ability Name	Success Rate	Crit Rate	Ability Name	Success Rate	Crit Rate	Ability Name	Success Rate	Crit Rate
Close Combat (20%)	70 %	14 %	Workshopship (10%)	40 %	8 %	Examination ([INT] x 3%)	30 %	6 %
Ranged Combat (20%)	20 %	4 %	Observation ([PER] x 3%)	54 %	10 %	Pursuit/Escape (30%)	30 %	6 %
Melee (30%)	30 %	6 %	Horseback Riding (30%)	30 %	6 %	Resistance (40%)	70 %	14 %
Evasion (30%)	60 %	12 %	Prayer (20%)	20 %	4 %	Dancing (20%)	20 %	4 %
Coercion ([INT] x 3%)	36 %	7 %	Brewing (20%)	20 %	4 %	Magic (20%)	70 %	14 %
Athletics ([STA] x 3%)	52 %	10 %	Negotiation ([CHA] x 3%)	30 %	6 %	Beast Taming (20%)	20 %	4 %
Treatment (30%)	30 %	6 %	Sleight of Hand (20%)	70 %	10 %	( )	%	%
Secrecy (20%)	20 %	4 %	Search (30%)	50 %	10 %	( )	%	%

Weapon	Name	Type	Attribute	P. Attack	Target	Range	Notes
	Dagger	Melee	dagger	1d10+6	Sole	Close	

Armor	Name	Part	P. Defense	M. Defense	M. Defense	Speed	Notes
		Shield					
	Leather Cap	Headgear	2			0	
	Leather Vest	Body Armor	3			0	
		Accessories					
	Total		5			0	

Personal Effects	Name	No.	Notes
	Healing Grape	3	Recover HP (1d10)
	Inspiring Plum	3	Recover SP (1d10)
	Thief’s Tools	1	Lock-pick check +10%

Talents / Skills	Name	SP	Effect
	Unlock	2	Main, Lock-pick Workmanship check +10%.
	Wildfire	5	Main, Fire magic: 2d10+[5 x BP]
	HP Thief	3	Main (dagger), Recover [5 x BP] HP when dealing damage.

## MIDDLE PHASE

### Mary’s Whereabouts

*Middle: Scene 01*  
*The Healer and the Stealer*  
*Scene Player: Alfyn*

GM: Well that, that’s it for everyone’s introductions. This is called the “opening phase” of the game. From now, we’ll begin the main story—the “middle phase,” if you would.

Alfyn: My “main story” is the search for Mary, then, is it?

GM: Exactly. But at this point, you lack any clues as to her whereabouts. Now, what will you do?

Alfyn: Hmm . . . For now, maybe I should talk to some of the villagers?

GM: Sounds about right. Think like your PC, and act accordingly. That’s how you make progress in a TRPG.

Alfyn: Okay, I’ve got the gist of it!

GM: Now then, this is a good time to shift over to Alfyn’s “scene.” “Scene” is what we say to indicate the location— I’m sure you’re used to hearing the term in movies, TV dramas, and the like.

Alfyn: In other words, my “scene” is one where I ask the villagers about Mary’s whereabouts.

GM: Exactly.

Alfyn rushes out of Zeph’s clinic in a hurry.

Eyes darting around the area, he spots villagers heading home after a day working the fields.



One of them may have spotted Mary leaving town.

**Alfyn:** Ah, perfect timing! Hey guys! Any of you see Yohann's daughter Mary today?

**GM:** "Mary? Yeah, I seen 'er," answers one of the farmers. "She walked out of the village to the west, just past noon."

**Alfyn:** West, huh . . . could you be a bit more specific?

**GM:** "I mean, I was hard at work, you know? I only caught a glance of her . . ." Sounds like he doesn't remember much. Ah, perhaps this is a good time to explain the rules. Please look at your character sheet (P. 196). I believe "Inquire" is written in Alfyn's Path Action section.

**Alfyn:** Let's see, now . . . [examines the character sheet] Ah, here it is! "Path Action." This is . . .

**GM:** Yep, the command unique to each of *Octopath Traveler*'s protagonists. These have been implemented in the TRPG as well. As I said, Alfyn's is "Inquire." This ability allows him to glean information from NPCs. For Olberic, this is "Challenge," (\*14) for Therion this is "Steal." (\*15)

**Olberic:** [deep voice] That was a good fight. You have my thanks. [all laugh]

**GM:** Unlike the console game, using Challenge on NPCs won't yield EXP or leaves. (\*16)

**Olberic:** Well that's a shame. [laughs]

**GM:** Now, then, if you use Inquire on the villager here, he may have some information related to Mary.

**Alfyn:** Ohhh, I get it! Okay, then, I'll give it a shot.

**GM:** Very well. Then I'll explain the rules once more. In the *Octopath Traveler* TRPG, the success of PC and NPC actions are determined by dice rolls. Still, these aren't your typical dice . . . [places something on the table]

**Alfyn:** What? These are dice?

**GM:** Yep, we call these ten-sided dice. (\*17) Normal dice are six-sided objects with one to six pips on each side. In this case, the numbers "0" to "9" are written on the faces.

**Alfyn:** [taking dice in hand and looking them over] No kidding . . . first time I've ever seen these.

**GM:** Using one ten-sided die as the ones digit and another as the tens digit, you can roll any number between 1 and 100. It says "<Negotiation>" in the Ability (\*18) table of Alfyn's character sheet, right?

**Alfyn:** Yeah, it's here. Says "69%"?

**GM:** If you roll the ten-sided dice and the number is less than the <Negotiation> value (\*19), then the negotiation succeeds, and you can get information from the NPC. Not only that, but using Inquire adds a 20% bonus on top of that, raising the <Negotiation> value to 89%.

**Alfyn:** Wow, that's a piece of cake! Okay, here I go . . . Hup! [rolls dice] . . . 65!!

**GM:** That's a success. "Oh yeah, now that ya mention it, Mary had some sorta basket with her," muses the villager. "I bet she was going to gather acorns in the western woods."

**Alfyn:** The western woods, you say? Great, thanks a bunch! Righty-o, let's head to the western woods, toot suite!

**GM:** At the same time Alfyn listens to the villager, that's establish how the other two PCs appear in this scene.

**Olberic:** Time for the appearance check, then.

**Alfyn:** "Appearance check"?

**GM:** In the *Octopath Traveler* TRPG, the current position of PCs that haven't appeared in a scene yet is unclear. Therion, for example, was in Sunshade until the previous scene. If their appearance check succeeds, they can appear in this scene.

**Therion:** A rule disregarding time and distance, isn't it?

**GM:** Exactly. Of course, whether you want to appear here or not is entirely up to the PC, so you can decide not to appear at all.

**Olberic:** I want to appear. First thing's first, I have to meet up with Alfyn.

**Therion:** Guess I'll show up, too? Taking on the bandits alone is too risky, after all. I'll need a meat shield or two.

**GM:** Getting into the thief mindset already. [laughs] All right, you two, roll for your appearance check. You'll succeed if the number is less than five times your [Charisma] stat.

**Therion:** [rolls dice] . . . I succeed.

**Olberic:** Okay, my turn. A 60 or lower to succeed . . . [rolls dice] I failed. Wait, I FAILED?!

**GM:** Oh dear, looks like you walked right by Alfyn. [laughs]

**Olberic:** Hmm, it seems this Alfyn fellow's no longer here. Perhaps I shall encounter him outside the village . . . boy, what a time to fail a check. [all laugh]

**GM:** The thing is, things not going as planned is all part of the fun of TRPGs. [laughs] Okay, only Therion can appear in this scene. What will you do?

**Therion:** All right, let's see . . .

Taking a hint from the merchant Chu's story, Therion hits the road and arrives in Clearbrook.

This hamlet is like any other in the Riverlands—streams flow through a town dotted with thatched roof houses. A tranquil little village . . . could a den of thieves be in close proximity to such a place?

(\*14) Challenge  
Olberic's Path Action. Lets him challenge NPCs to battle.

(\*15) Steal  
Therion's Path Action. Lets him obtain items held by NPCs.

(\*16) Leaves  
The currency circulating around Osterra, the setting of *Octopath Traveler*.

(\*17) ten-sided dice



The picture shows ten-sided dice. Some such dice have 0-9 on the faces, while others show units of ten instead (00, 10, 20, etc.). For dice with units of ten, the face showing "0" actually represents "100." Some TRPGs use dice that are four-, eight-, twelve- or twenty-sided.

(\*18) Abilities  
Data original to the TRPG version. Represents the actions said character is good and bad at.

(\*19) Less than <Negotiation> value  
Inquire can also be decided with Intimidation. You end up menacing someone to learn what they know, like, "Spit it out already!"



(\*20) <Observation> success rate of 59%. The success rate of the <Observation> ability is [Perception x 3]%, but when creating Olberic he was allotted a 20% bonus. This is why his <Observation> success rate is 59%. Incidentally, there are a total of 200% of bonus points to go around. Players can allot said points to any abilities they see fit.

With such thoughts in his head, he spies a single, flustered boy in the distance. A large pack is slung over his shoulder, the type often used by apothecaries. Therion calls out to the boy, thinking, "Perhaps I could squeeze some info from him . . ."

**Therion:** *[again, in an altered voice]* Oh, pardon me. Could I ask you a question?

**Alfyn:** Hmm? You're not from around here. Who're you?

**Therion:** I'm Chu Tauriel, a traveling merchant. For now, I'll give a loose interpretation of Chu's story I heard in the tavern.

**Alfyn:** Oh, a merchant, huh?

**Olberic:** That's Alfyn for you, not a doubting bone in his body. *[all laugh]*

**Therion:** The truth is, some bandits frequently seen around these parts made off with my luggage. It seems they've made camp in the western woods near this village. I'd like to retrieve my wares from them, if at all possible.

**Alfyn:** That's quite a pickle you're in. I'd like to help, but I'm in the middle of searching for someone. I can lend you a hand after that's done, yeah? I was planning to head for the western woods, anyway.

**Therion:** That would be a great help, sir! I say, all the while thinking, "What an easy mark." *[laughs]*

**Alfyn:** How rude! I mean you're not wrong, but still. *[all laugh]*

**Therion:** Well, the more hands on deck, the better. Like I said before, I need someone that can act as my shield. For my part, I'll help in your search, good sir.

**Alfyn:** Awesome! *[laughs]*

**Therion:** Now, then, who are we looking for?

**Alfyn:** A young girl from this village, Mary.

**Therion:** A girl, you say . . . Given the bandits lurking in these woods, it's possible they made off with the lass, same as my luggage.

**Alfyn:** I see, that is a possibility . . . If that's the case, we should be able to kill two birds with one stone!

**Therion:** Well then, off we go!

**Alfyn:** Yeah, let's do it! Oh, um . . .

**Therion:** Please, call me Chu.

**Alfyn:** All right, Chu, let's hit the road!

**Therion:** I am in your debt, and your care. *[bows head]*

The Clearbrook apothecary, Alfyn.

The wandering thief, Therion.

This duo of intermingling kindness and cunning set off together—one to save Mary, the other to obtain the Ebony Lachrymite . . .

⌋ Middle: Scene 02  
⌋ One Big Misunderstanding  
⌋ Scene Player: Olberic

GM: Next, we'll see what happened to Olberic, who

couldn't appear in the previous scene. Hearing from a villager that Alfyn was heading for the western woods, he hurries in that direction.

Having been charged with finding Mary, he left Clearbrook in order to catch up to this Alfyn, who is already on the case.

It seems he had misunderstood, and thought that Alfyn had already left the village . . .

**Olberic:** Huh. So my PC is actually ahead of the curve, although he doesn't realize it yet. *[laughs]*

GM: Well, nothing to be done about it. Now, as Olberic heads for the western woods, he spots a broken wagon left by the road, as if abandoned.

**Therion:** Oh, my wagon . . .

It wasn't his wagon.

**Olberic:** That wagon belongs to the real Chu . . . Uh, not that Olberic would know, or care. Doesn't seem related to Mary's disappearance . . . still, is there anyone around?

GM: Please make an <Observation> check.

**Olberic:** <Observation> success rate of 59% (\*20) . . . *[rolls dice]* 62, that's a failure.

GM: Observing it from a distance, you don't sense anyone in the area. You'll have to take a closer look to know for sure.

**Olberic:** In that case, I'll take that closer look. Until I do, I can't say for sure that Mary isn't hiding there.

GM: Understood. Then Olberic approaches the wagon.

**Olberic:** How does it look?

GM: There really isn't anyone around. Also, the wagon looks to have broken down quite recently, given the relative lack of dirt on it. For more details, you'll have to do another check.

**Olberic:** I see . . .

GM: And so, while Olberic inspects the wagon, Alfyn and Therion appear heading toward the western woods.

**Therion:** We don't need to make an appearance check?

GM: You're heading down the same path, so not this time. So, then, Alfyn, Therion.

**Alfyn:** Yeah?

**Therion:** What is it?

GM: As you walk toward the western woods, you discover a broken-down wagon. You also see a brawny man, his eyes darting around the area . . .

**Olberic:** Whoa, whoa, just one minute! You're making me sound super shady!

**Therion:** Oh, that's my wagon!

Just to be clear, it wasn't his wagon.

**Alfyn:** Wait a tic. What's with that dodgy guy prowling around the wagon?

**Olberic:** Oh, come on! *[all laugh]*

GM: Now then, what will you two do? *[laughs]*



**Olberic:** *[hurriedly]* Hey, GM. GM?! Can I figure out their professions from their appearance?

GM: Roll for <Observation>.

**Olberic:** *[rolls dice]* Success!

GM: One is an apothecary. As for the other . . .

**Therion:** Oh, I'm wearing merchant-like clothes. Wouldn't want to give away my true calling.

GM: . . . So he says.

**Olberic:** Very well, then I call out to the man in the apothecary garments. Pardon me, would thou happen to be Sir Alfyn?

**Alfyn:** Yeah, that's me. Who're you?

**Olberic:** What fortune, 'tis truly thou! Yohann of Clearbrook charged me with searching for his daughter. He also informed me of thine participation in the task.

**Alfyn:** Yohann did that?

**Olberic:** Indeed, I was just inspecting this wagon for any trace of her.

**Alfyn:** Ohh, so that's what's going on. Looks like he's not as dodgy as I thought, Chu.

**Therion:** "That seems to be the case," I reply, all the while approaching the wagon with caution.

**Olberic:** In that case, I call out again while waiting for them to get closer. And who might this be?

**Alfyn:** This is Chu, a merchant.

**Therion:** Good day to you, sir. In truth, this wagon belongs to yours truly. I was attacked here as I transported my goods through this forest.

**Olberic:** Hapless circumstance, indeed.

**Therion:** And may I ask your name, sir?

**Olberic:** Oi . . . ah, Berg. Call me Berg. Cool, we'll call this the moment he started using that name. *[laughs]*

And thus was a new chapter added to his story . . .

**Alfyn:** Wait a minute. So I'm the only one using my real name?

GM: It would certainly seem that way. *[gives a knowing smile]*

**Therion:** You're planning something, aren't you? *[laughs]*

GM: Just think of it as something to look forward to. Putting that aside, all of our PCs are together at last.

**Olberic:** Indeed we are. Once again, I am the swordsman Berg. Pleased to make your acquaintance.

**Alfyn:** Yeah, back at ya!

**Therion:** While those two get chummy, I investigate the wagon. I might be able to find something.

GM: I see. Then please, a <Search> check, if you would.





(\*21) Special skill <Dexterity> adds 10% Data original to the TRPG version added to enhance character representation.

(\*22) Talent: Unlock  
Player characters can obtain a Path Action based on their initial job. Therion's Path Action is "Steal". This ability can be used for lock-picking.

(\*23) Merchants don't use daggers  
This reflects the fact that in *Octopath Traveler*, the merchant Tressa didn't use a dagger. Still, by setting Thief as a Secondary Job, even a merchant can equip daggers.

(\*24) Ratkin  
A monster resembling a bipedal mouse. Monsters like these—known as demi-humans—appeared all over the continent of Orsterra in *Octopath Traveler*, with several regional variants.

Therion: [rolls dice] 15, I succeed.

GM: In that case, Therion notices the following: There are marks on the wagon made by a sword. Multiple sets of footprints were left around the wagon—perhaps by the bandits? What's more, these footprints are quite deep.

Therion: Deep? Like someone wearing heavy armor?

GM: You can't tell that much. There's also a chest among the wreckage.

Therion: Oh-ho! Treeeeasuure . . . [laughs] "Oh, this is all that's left, is it?" I say, opening the chest. Boy, it'll look really bad if I fail a lock-pick check here. [all laugh]

GM: That's up to the roll of the dice. Now, then, lock picking requires a <Workmanship> check.

Therion: <Workmanship> is 40%, my special skill <Dexterity> adds 10% (\*21), and my thief's tools add another 10%. Plus, using 2 SP lets me use my talent, Unlock! (\*22) So I need a 70 or lower to succeed. [rolls dice] . . . Jeez, a 64. Just made it.

GM: You succeed in opening the chest. You find three Inspiring Plums inside.

Therion: "Ohh, didn't expect there be any unsullied product here. Heavens be praised," I say, stuffing them in my breast pocket.

Olberic: . . . What an odd thing to say. This is thy wagon, is it not? Plus, thine key there seemed a bit peculiar . . .

Therion: Your imagination gets the better of you, good sir. [all laugh]

Olberic: If I may, Sir Alfyn, dost thou know a lot about this area?

Alfyn: [to the GM] Well? Do I?

GM: Indeed you do. Alfyn lives in Clearbrook, so he probably knows most of the area around the village.

Alfyn: Oh, I see. [to Olberic] "Yeah, sure do!"

GM: Now, while you've been inspecting the wagon and introducing yourselves to each other, you sense a foul presence that sends a chill down your spine.

Olberic: A presence? Show thyselfes!

GM: As if reacting to Olberic's cry, wet footprints slap up beside the road. Some Froggens appear—large, frog-like monsters.

Alfyn: A monster now, of all times?!

Olberic: Let's take care of this swiftly. Allow me to dispatch them. I unsheathe the sword on my waist.

Alfyn: I'll help out! I pull out my hand axe.

Therion: Yeek! I shriek . . . drawing my dagger all the same. [all laugh]

Alfyn: Hold on, now, merchants don't use daggers (\*23), do they?

Therion: I offer some lame excuse . . . Ah, I got this from a friend, you see.

Alfyn: Is that right? Still, you sure look like you know how to use it.

Therion: Man, he really is trusting to a fault. [all laugh]

GM: Incidentally, there are no weapon restrictions based on job in the rules this time. The PCs are pregenerated, after all. [laughs]

Olberic: Makes sense.

GM: Anyway, while you all are talking, the Froggens continue to approach.

Olberic: Hmph, here they come!

In response to Olberic's cry, the Froggens lay their hostility bare.

Then, uttering a cry unbefitting of their appearance, they pick up their pace and quickly descend on the party.

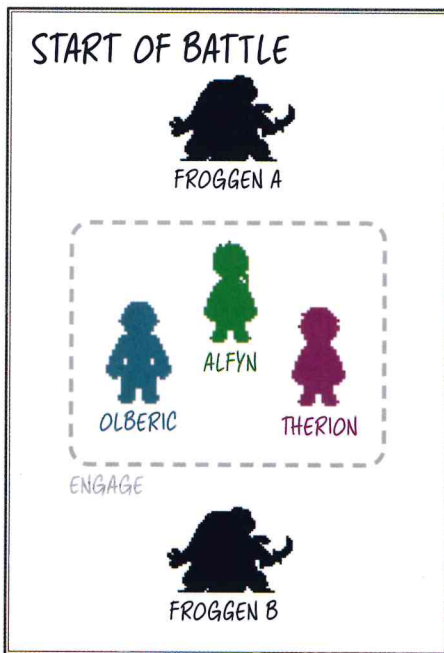
Middle: Scene 03

Rumble on the Road

Scene Player: Therion

GM: Okay, now we'll switch to a battle. In this game, regular enemies are treated as cannon fodder. The last boss or particularly strong enemies will appear one at a time, but cannon fodder using appear in groups. For this battle . . . [places pieces] One group of Froggens appear in front of you, while another group show up behind you.

Alfyn: Damn, a pincer attack.



GM: Froggens are often seen on the continent of Orsterra, the setting for *Octopath Traveler*. They mostly inhabit the Riverlands and Flatlands.

Therion: They don't seem all that strong.

GM: Exactly. They're like the Ratkins (\*24) that appear in the demo.

Olberic: Talk about small fry. [laughs]

GM: This is your first battle, after all.

Therion: Fair enough. [laughs]

GM: Now, then, I'll explain the system as you battle.

Alfyn: Yes, please!



## ◆ Round 1

GM: In the *Octopath Traveler* TRPG, battles proceed by round. These are called "turns" in simulation RPGs, but it's basically the same principle. These rounds proceed by an order known as "process."

Alfyn: Hmm, I see.

GM: The first process is the setup process. Here we'll confirm the turn order. Basically, characters move in descending order of initiative.

### ▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Froggen A, B	9

Alfyn: Oh, I'm up first!

GM: And the Froggens are last . . . well, that's cannon fodder for you. *[laughs]* Now during the setup process, you can use skills with "setup" written in the Effect column.

Alfyn: So for me, that would be "Concoct"?

GM: Exactly. Concoct is a skill that lets you use two items with a single action.

Alfyn: I see, I see. So that makes me the healer of the party.

GM: You are the apothecary, after all.

Alfyn: Oh, right. *[laughs]* Still, no one's injured right now, so no need to use it.

Olberic: That's true.

Alfyn: Well, I won't do anything during the setup process.

GM: Is there anyone else taking action during the setup process? . . . No? Then let's move on to the main process. Actions are taken in line with the move order in this process. That means Alfyn starts off the main process.

Alfyn: All right!

GM: When it's a character's turn, they can perform the following three actions in any order:

- [1] Movement: Change location.
- [2] Main action: Perform an action, usually an attack.
- [3] Free action: Use skills labeled "Free" in the Effect column, or engage in simple actions not considered "main" actions, such as swapping weapons, using items, or talking.

Alfyn: I'm already holding my hand axe, so I can just move toward the Froggens and attack, right?

GM: Exactly. By the way, using the skill "Amputation" lets you strike with a raised ATK level. You just have to consume SP to use it.

Alfyn: Oh, I get it. Does SP recover after battle?

GM: No, it does not. You restore it using items like Inspiring Plums.

Alfyn: Oh! Therion just found some of those.

Therion: *[rubbing his hands together]* I'll sell them at a fair price, if you need them.

Alfyn: Hey!

Therion: I'm just kidding, man. *[laughs]*

GM: Now, then, PCs have a special ability known as Boost Points.

### Boost Points

A.k.a. BP. Each one used increases the effect of certain skills, and lets you attack in succession. You can use up to five in a single battle. However, you can only use up to 3 BP in one go.

GM: So for Alfyn's "Amputation," for example, you can increase damage by 5 points per BP, to a maximum of 15 points.

Alfyn: 15 points! That's incredible!

GM: You could also attack up to four times in the main process if you don't use a skill. However, you have to announce how many BP you'll use before attacking. Of course, if your attacks miss you can't get your BP back, so use them wisely. *[laughs]*

Alfyn: Gotcha.

GM: What's more, enemies have "Shield Points" and "weaknesses" in this game. When a weapon or magic used to attack matches an enemy's weakness, they lose a Shield Point. When their Shield Points reach zero, they enter a "Break" state, which reduces that enemy's DEF to zero until the end of battle.

Olberic: Ohh, just like a battle in *Octopath Traveler*!

This is, in fact, *Octopath Traveler*.

GM: However, you don't know enemy Shield Points or weaknesses. You can discern a weakness if you have a character with "Study Foe," but there's none in your party this time.

Olberic: Well, we can just look for their weaknesses as we fight. Still, tactics seem important.

GM: Still, Froggens are cannon fodder, so their Shield Points aren't that high.



Alfyn: All right, then, I'll move to the enemy in front—Froggen A—and attack.

GM: Alfyn used his movement to push into the Froggen A engage. Oh, an "engage" is something like a group of enemy allies.

Alfyn: Got it. Then for my first move, I'll use Amputation to attack.

GM: In that case, please do a Close Combat check. Alfyn has also acquired <Weapon Proficiency: Axe>, so you can use that, too.

Alfyn: Oh, I see. <Close Combat> is at 80%, and <Weapon Proficiency: Axe> adds another 10%, so under 90. [rolls dice] 63, so I succeed.

GM: Okay, now let's see if the Froggens dodge Alfyn's attack. By the way, their <Evasion> is 20%.

Alfyn: 20%, huh? Well, that's not so easy to get!

Olberic: Come on, now you're just asking for it. [laughs]

GM: [rolls dice] 9.

Alfyn: They dodged my full-powered Amputation?! These Froggens are pretty tough!

Therion: Splendid attempt to un-jinx yourself. [all laugh]

GM: Next is Olberic, with 13 initiative. You can consult with other players before deciding where to move.

Therion: Then given his high ATK, I'd recommend having Berg (a.k.a. Olberic) attack Froggen A first to reduce their Shield Points. If you can Break them, my attacks are more likely to land.

Olberic: Right you are. We should Break them first.

Alfyn: Um, you sure do know a lot about fighting, don't you? [laughs]

Therion: [putting on airs again] Ah, those are my, the player's, words. If the PC said that, it'd totally give away Therion-come-Chu isn't new to fighting, which would be pretty bad indeed!

Alfyn: You said it. [laughs]

Olberic: In that case, let's let Tando get away with it. [all laugh] I use my movement to move to the Froggen A engage. I use my main action to attack with my long sword. <Close Combat> success rate is 80%, raising to 90% when you add the 10% from <Weapon Proficiency: Sword>! [rolls dice] . . . 81. I succeed.

GM: Froggen A tries to evade . . . [rolls dice] 56, so they fail this time.

Olberic: My long sword attack is 1d10+7. Incidentally, for a 1d10 I'll roll a single ten-sided die.

GM: Thank you for the explanation. [laughs]

Olberic: [rolls dice] Shoot, what a low roll! I got a 1, so 8 points.

GM: 8 points won't inflict damage. However, the Froggens are weak to swords, so their Shield Points go down to zero! You've put them in Break!

Olberic: Very good, I've broken their defenses! I leave the next step to thou, Chu!

Therion: Hmm, I have my dagger out, but I think I'll attack with magic. I'll use my Wildfire skill. <Magic>

is 70%, and <Magic Proficiency: Fire> adds 10%, so 80 . . . [rolls dice] Ah, 91. I failed. Oh dear, I knew it wouldn't work! [all laugh]

Olberic: I thought using magic would give you away, but . . . Failing the casting actually helps reinforce your image. [laughs]

Therion: S-see? I'm just a simple merchant! [all laugh]

GM: Now, then, it's the Froggens turn to attack. I'll roll the dice to decide who they'll target. Froggen A . . . [rolls dice] goes after Alfyn.

Alfyn: Here they come!

GM: Froggen A whip out their tongues to strike. They'll attack with <Melee>, which has a success rate of 60%. [rolls dice] 31. Alfyn, roll for <Evasion>.

Alfyn: My <Evasion> is 60%.

GM: Since I rolled 31, you have to roll something even lower to avoid it.

Alfyn: [rolls dice] 25! All right, I did it!

GM: Next is Froggen B. [rolls dice] They'll attack Therion. They use their movement to move to Therion, then attack. [rolls dice] 77, so the attack fails.

Therion: I dodge the attack, all the while pretending to shake and wail. "Oh nooooo, I'm done for!" [all laugh]

Olberic: Is this really Therion? They really do seem like a bumbling merchant.

Therion: An act, I assure! [laughs]

GM: Okay, that's the end of round 1. All that changed is one group of Froggens going into Break state.

Olberic: Neither side really landed any attacks. But we'll finish things off here!

## ◆ Round 2

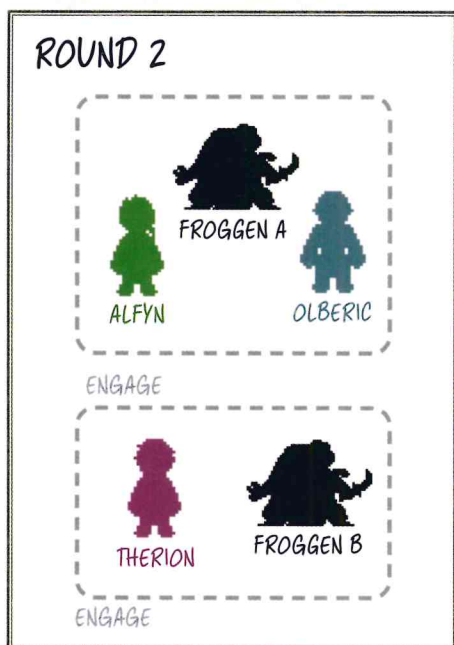
▼ Initiative	
Alfyn	14
Therion	13
Olberic	13
Froggen A, B	9

GM: Time for round 2. First is the setup process. If there are no actions to take, we'll move on to Alfyn's main process.

Alfyn: Froggen A is in Break, so I'll aim for them.

Therion: Good idea. Please, Alfyn, t-trounce those beasts!





Alfyn: . . .

Therion: Something wrong?

Alfyn: . . . You're a lot spunkier as Chu. [laughs]

Therion: An act, I tell you, an act! [all laugh]

Alfyn: Well, Alfyn only knows this Chu disguise, so it's not like he would notice. Right, then! First, all deal a blow to the ones to attacked me, Froggen A. I'll use Amputation again. [rolls dice] 86! Just made it!

GM: Froggen A tries to evade . . . [rolls dice] and fails with 35.

Alfyn: All right! I'll use 3 BP to add 15 to the damage. My damage is 1d5+27 . . . huh, how do I roll that?

GM: Roll a 1d10 and halve the result. Round up if necessary.

Alfyn: Okay, I get it. [rolls die] I got a 5, so that makes it 3. 30 damage in all.

All: Ohhhhhhhhh!

Alfyn: How do ya like that, punks?!

GM: Since they're already in Break state, Froggen A takes all the damage, reducing their HP to zero! Fwiiiiiiish! [sound of them disappearing]

Alfyn: Yeahhhh!

GM: Next is Therion or Olberic.

Therion: Now that we know the Froggens' weakness, Olberic should move first.

Olberic: Right you are. Okay, I'll move to Froggen B, then use my free action to use Abide. (\*25) I'll use 3 BP to add +15 damage this round. Then I'll consume the remaining 2 BP to attack Froggen B multiple times! Have at you!

Alfyn: That's Olberic's in-game dialogue!

Olberic: He's my PC, I figured I should give it a try. [laughs] Okay, I'll attack. First attack . . . [rolls dice] 24, success!

GM: [rolls dice] Evasion failed.

Olberic: The damage is . . . [rolls dice] 26 points.

GM: Froggen defense is 10, so they take 16 points of damage. They also enter Break!

Olberic: Now, for the second strike! [rolls dice] A 5! That's a critical!

Critical

If the dice roll is less than 20% of the success rate value (the value written in the Crit column of the Ability list), the roll is a critical, allowing for a particularly successful action.

Getting a critical on an attack roll, for example, the opponent also needs to get a critical, or they can't dodge. If both characters get a critical, the roll must be lower, and 5 points of damage are added to the attack.

GM: [rolls dice] The second evasion also failed!

Olberic: Yes! [rolls dice] 31 points of damage!

GM: That's too much for them to handle. Froggen B's HP also hits zero.

Olberic: That was a good fight. [all laugh]

Therion: So the battle ended without me doing anything. Well, I guess it's good my identity wasn't revealed. [laughs] For now, I say something like, "Oh, brave warrior! I had no idea you were so strong!"

Olberic: No, 'tis nothing. [murmuring] A dull blade incapable of defending what it must . . .

Therion: Ah, did you say something, good warrior?

Olberic: Nay, pay me no mind.

Alfyn: Oh man, that's totally an Olberic thing to say!

Olberic: Yeah, it's easier to roleplay a character that already exists. [laughs]

GM: It's only natural, if you think about it—Hatano wrote Olberic's scenario, after all. And with that, the battle is over.

As one of the Twin Blades of Hornburg, Olberic's skill wasn't just for show. Using techniques living up to the moniker of the Unbending Blade, he dispatched the Froggens in a flash.

Olberic: I say to the others, "The battle is done. Are you two all right?"

Alfyn: Yeah, pipe up if you're hurt anywhere! I'll patch you right up.

Olberic: I should ask thou the same, Sir Alfyn. Did they do thou any harm?

Alfyn: They just got a little saliva on me, that's all. And hey, just call me Alfyn. I'm no good with stuffy talk like that.

Olberic: I see . . . Alfyn it is, then. As before, I am in thy debt.

(\*25) Abide

A Warrior ability. Using this as a free action increases Attack during that round.



Alfyn: Back at you!

Therion: Heavens me, you two make a mighty pair! Surely this good warrior is a man of some repu—

Olberic: I am Berg, naught but a wandering sword-hand.

Therion: . . . I see. Let's just leave it at that for now, then.

Olberic: *[whispering]* This fellow . . . is not a mere merchant, is he.

GM: Well yeah, he whips out daggers and tries to use magic.

Therion: Tries and fails! Plus my dagger attacks whiff. That's why my secret is safe. *[all laugh]*

Alfyn: What a mysterious merchant . . .

Olberic: Still, if you consider such monsters appeared around here, that girl cannot be safe in the woods on her own. We should hurry to the forest.

Alfyn: Oh, jeez, I sure hope Mary's okay.

Therion: Let us pray for her safety.

Alfyn: Yeah . . .

Leaving the wagon behind, Alfyn leads the other two men down the path to the woods. The sun has already passed behind the mountains, and the area began its descent into darkness. Their clip increases naturally, bringing the trio to the tree line before nightfall. Offering a grave nod to each other, they push their way into the forest.

*Middle: Scene 04*  
*Into the Woods*  
*Scene Player: Alfyn*

GM: It's time for the next scene. The three of you proceed down the forest path. As the Clearbrook native Alfyn knows, the oaks growing around here offer fresh acorns.

Alfyn: Acorns . . . So Mary came into the woods to gather these?

Therion: Acorns have high nutritional value, after all. They can be harvested for oil, and their wood is optimal for lumber.

Olberic: Psst, Chu! Watch your mouth!

Therion: . . . or so I've heard! Jeez, that was a close one. *[all laugh]*

Alfyn: Well, putting that aside, I want to go a place where oak trees grow.

GM: Very well. The apothecary Alfyn comes into this forest to gather medicinal herbs, so I think he'd know without having to roll for it.

Alfyn: Well, ain't that nice? Okay, I think there's some over here!

Olberic: Sounds like he has some clue. I doubt they'd be easy to find if we searched haphazardly, so I'll follow Alfyn.

GM: Relying on Alfyn's memory, you try to head to that area . . . ah, please make an <Observation> check.

Therion: *[rolls dice]* 91, that's a failure. Um, is something wrong with these dice? *[laughs]*

Alfyn: *[rolls dice]* 6, that's a critical!

Olberic: *[rolls dice]* a 2, I also got a critical! *[laughs]*

Therion: So I'm the only one who failed?! But, but I'm the thief . . . *[all laugh]*

Olberic: Maybe the merchant act is throwing you off?

Therion: *[gasps]* So that's the reason?! *[all laugh]*

He probably just has bad luck.

GM: Now, then, Alfyn and Olberic notice a basket dropped in a thicket of weeds.

Olberic: I pick up the basket and show it to Alfyn. Have you any recollection of this?

Alfyn: *[to the GM]* Is that Mary's basket?

GM: Yes, you've seen this before. This is the basket she uses. There are still some acorns in the basket, with more scattered around the area where you found it.

Alfyn: This doesn't look good . . .

GM: And since you got a critical, you get extra information.

Alfyn: Oh-ho!

GM: From the grass around the basket, you can see some sort of scuffle ensued. There are several deep footprints in the ground as well.

Alfyn: Hey, Berg, what do you think?

Olberic: It seems she was abducted, yet for what reason I know not. Well, not for certain . . . she is a woman of age, that may be reason enough . . .

Alfyn: Oh, man!

Olberic: Indeed, we should make haste. GM, is it possible to track the footprints?

GM: Yes, it is. You'll need to do a <Pursuit/Escape> check.

Olberic: I'm not very good at that. Still, I guess I'll have to try . . . *[rolls dice]* A failure, I knew it.

Alfyn: *[rolls dice]* 24! I did it! Hold on, Mary, we're coming!

Therion: *[rolls dice]* Oh, a 6! A critical?!

All: Ohhhhhhhhh!

Therion: What's this? Alfyn, Berg! Look, there are footprints here . . .

Olberic: Well, thou hast sharp eyes indeed. Not those of a simple merchant, I would wager?

Therion: *[averts his gaze]* I-I don't know what you're talking about! *[all laugh]*

Olberic: Hmph. Well, let us leave the matter for now.

Alfyn: Jeez, aren't you two tired from all these lies?

Therion: *[looks at Olberic]* . . . Kind of, yeah.

Olberic: *[looks at Therion]* . . . You said it.

Alfyn: All right, fair enough. *[laughs]* Anyway, let's



follow these tracks. I have a bad feeling about this.

Muttering these words, Alfyn strains his eyes toward the direction the footprints lead.

He had only ever come this far to harvest medicinal herbs. The woods ahead were beyond his knowledge. The farther one delves into these woods, the more likely they are to encounter monsters.

The monsters around here are no pushovers; there was no point coming to gather medicine if he got injured in the process.

But this time is different . . .

With him are two reliable comrades—at the very least, Berg's sword arm is fast and true. Plus, if Mary's been kidnapped, it's up to them to save her.

No matter the case, time is of the essence.

*Middle: Scene 05*  
*To Battle, and to Burgle*  
*Scene Player: Therion*

GM: The three of you follow the footprints deeper and deeper into the woods. But as you progress, the thrush grows thicker and the footprints get harder to see. That's why I need you to do another <Pursuit/Escape> check.

Olberic: [rolls dice] Damn, failed.

Alfyn: [rolls dice] Me too.

Therion: [rolls dice] Aaand that makes three.

GM: Oh dear, since all of you failed, you've lost track of the footprints.

Alfyn: Shoot, and we made it this far . . .

Olberic: Now is no time for self-reproach. Let us split up and survey the area. The den of those brigands who kidnapped Mary may be nearby.

Alfyn: Okay!

GM: Very well. If you're all going to split up and search the area, all of you need to do <Search> checks.

Olberic: [rolls dice] Failed again. Clearly this is not my forte. [laughs]

Alfyn: [rolls dice] Me too! I think I'm in the same boat. [laughs]

Therion: [rolls dice] Oh, a 1! That's a critical!

GM: Therion is the first to discover a place that looks like it could be the bandits' hideout. That's why Therion is the first one on the scene.

Therion: Okay.

GM: Other PCs can show up later. But for now, we'll start by deciding what Therion will do.

Olberic: Sure.

Therion: In that case, I could infiltrate their hideout first to get my hands on the Ebony Lachrymite . . .

Alfyn: What?!

Therion: I'm a thief, after all. Still, I have no intention of being reckless. I'll wait for the other two. For now, I'll see if I can figure out what's going on.

GM: Very well. Surveying your surroundings with caution, you search the forest with a fine-toothed comb. You stumble upon a cave mouth opening out onto a steep cliff.

Therion: Well what do we have here . . .

GM: Still, a few large trees grow near the cave entrance. The odds of it being spotted extremely low, even when someone passes nearby.

Therion: Well that stinks.

GM: Yes indeed. And since you got a critical, I have more information for you. You spot a man decked in armor, hiding amongst the trees with sword in hand.

Therion: A lookout? This must be the place. Now then, what to do . . .

Therion: . . . By the way, this is a question for you, Tando. Feel like roleplaying Therion now? [laughs]

Alfyn: You've been channeling that merchant Chu this whole time.

Therion: You're right . . . maybe I should. I honestly don't know where Therion ends and Chu begins at this point. [all laugh]

GM: Since we've got the okay from Therion, we'll let Olberic appear in this scene.

Olberic: Very well! In that case, I'll approach stealthily and talk to him from behind. [laughs]

Alfyn: What about me?

GM: Hmm, you appearing or not could lead to interesting circumstances, so please do an appearance check.

Alfyn: Got it. Here I go . . . [rolls dice] Whoops, I failed. Too bad. [laughs]

GM: Very well. Now then, while Chu—ah, Therion—is staring at the cave lookout, he senses a dangerous presence behind him.

Therion: I gently put a hand to the dagger on my person, and say, [in a hushed voice] if you keep emitting such bloodlust, the lookout is sure to notice . . . Berg.

Olberic: Well, now, thou noticed it after all. Who exactly am I speaking to? I won't abide any further claims to be a simple merchant.

Therion: Clearly you're not just some swordhand, either. Your movements, the arc of your blade, both indicate formal training. Now that you mention it, I believe I've seen skills like yours in the Highlands . . .

Olberic: . . . It would appear we both have skeletons in our cupboards. I shall not pry further. Still, I have one thing to verify of thou.

Therion: What is it?



**Olberic:** Thou art not a compatriot of these bandits, are you?

**Therion:** *[changes tone]* Heh, I see. That's why you were so wary of me . . .

**Olberic:** So what is thine answer? Choose thine next words carefully . . . I state, hand hovering about my scabbard.

**Therion:** . . . Relax. All I want is the treasure in their possession.

**Olberic:** Oh wow, you're really putting all your cards out there. *[laughs]* In that case, I chuckle softly and move my hand from my sword.

**Therion:** So . . . you believe me?

**Olberic:** If thine true aim was to deceive, there was no need to reveal your avaricious motivations.

**Therion:** . . .

**Olberic:** I shall speak plainly. I have need of thy particular set of skills, thief.

**Therion:** I see . . . Well, it seems both of us intend to take something from them. In that respect, you and I are on the same team. But if you do anything the least bit funny, I'm out.

**Olberic:** Very well, I accept thy terms. Now, I propose we look for Alfyn. All of this shalt be for naught if that lookout catches sight of him.

**Therion:** You're right about that.

Nodding to each other, Olberic and Therion steal away from the hideout so as not to be noticed by the lookout.

*Middle: Scene 06*  
*An Atrocious Challenge*  
*Scene Player: Olberic*

Olberic and Therion meet up with Alfyn a distance from the hideout, and take him back to the cave entrance.

GM: Okay, you're all back in front of the cave. As I mentioned before, the lookout standing there is decked out in gear uncommon for a common bandit.

**Alfyn:** I see. That is pretty suspicious. This deep in the forest, I mean.

**Olberic:** Indeed, a dubious place for such a man.

**Alfyn:** So what do you think? Should I go ask what he's doing here?

**Therion:** *[changing back to his merchant voice]* Oh no, no, Alfyn. That is simply too brash, my good sir. If you speak to him, his comrades deeper in the cave will be alerted to our presence. The whole time, I'm thinking, "Yeesh, talk about nerves of steel. Still, he'll make a good decoy . . ." Something like that. *[laughs]*

GM: True, that's very likely to happen, even if you do learn whether or not Mary's in the cave. Depends on the lookout's character—or his loyalties.

**Olberic:** No, I'll go. These louts have gone so far as to man the entrance with a guard. There is no telling how things may pan out.

**Alfyn:** Yeah, but . . .

**Olberic:** Worry not. I shan't take his life, simply his consciousness for a spell. Okay, GM. I'd like to use Challenge to eliminate the lookout.

**CHALLENGE**

Olberic's Path Action. In *Octopath Traveler*, he can battle against a variety of NPCs (receiving EXP and money for his trouble). But in the TRPG version, this has the effect of removing NPCs (although this has its limits).

GM: Very well.

**Olberic:** In that case, I approach the cave, and call out to the guard. You there, you look like you can hold your own in a scrap.

GM: "Whuh—? Uh, yeah, I suppose . . ." mumbles the confused lookout.

**Olberic:** "A battle, fair and square! To arms!"

**Alfyn:** Say whaaaaaaat?! *[all laugh]*

GM: Well, that was quick. *[laughs]* Um, a <Close Combat> check then, please.

**Olberic:** *[rolls dice]* Success! That was a good fight. *[all laugh]*

**Therion:** That's how Challenge works?

GM: I mean, it didn't break any rules. *[laughs]* So what will you do with the lookout?

**Olberic:** As I said, I won't kill him. Just knock him out. Also, I imagine Alfyn has bandages or something with him. I'll use it to tie him up and gag him, that should do the trick.

**Alfyn:** In that case, I stand beside Olberic and apologize sheepishly. *[laughs]*

**Therion:** *[muttering]* What a hypocrite . . .

**Olberic:** He's an innocent one, to be sure. Anyway, we should hurry. This is a battle against time.

Tossing the unconscious lookout into the thickets, the trio heads inside the cave.

They continue straight ahead into an interior wider than the narrow entrance suggested. Torches burn at set intervals, offering decent visibility. Still, they'll soon have to give up on proceeding unseen . . .

*Middle: Scene 07*  
*Watch Your Step!*  
*Scene Player: Alfyn*

GM: Time to move on to the next scene. Looking at the walls, the cave appears to be naturally formed.

**Olberic:** A natural cave. . . Thou live around here, Alfyn. Hast thou any knowledge of this place?

**Alfyn:** Good question, do I?

GM: Depends on the dice. Do an <Investigation>



check to see what you can see and hear at first.

**Alfyn:** [rolls dice] An 83, that's a fail.

GM: It seems that Alfyn doesn't know anything about these caves. The villagers most likely never venture this far into these woods.

**Therion:** There are monsters about, after all.

**Alfyn:** Sorry, I'm afraid not . . .

**Olberic:** No need to apologize. Let us forge on ahead.

GM: The cave is a linear path, offering no branching paths or spots to hide.

**Alfyn:** No point in doing anything that'd slow us down, anyway!

**Therion:** Hoh boy . . . [laughs]

**Olberic:** The boy's words have merit. No blades can sneak between our ribs from the dark. If the bandits strike it shall be from the front, so I shall lead the way. Chu, I leave the rear to you.

**Therion:** . . . That's certainly some trust you're showing, leaving me at your back.

**Olberic:** Hmm? Didst thou say something?

**Therion:** Nothing. [changes voice] Very well, leave the rear to me.

GM: Olberic in front, Alfyn next, then Therion comes last, is that right?

**Olberic:** Yes, that's right.

GM: Very well. So then, as you continue moving through the cave . . . Olberic since you're first.

**Olberic:** Hmm?

GM: Do an <Observation> check.

**Olberic:** Is someone here? [rolls dice] Shoot, I failed.

GM: Olberic senses some slight resistance on his legs. After that, the sound of wooden planks clanking together resounds throughout the cave.

**Alfyn:** Whoa, what the heck?!

**Therion:** A clapper . . . a trap to announce the presence of intruders.

**Olberic:** Hmm, such things are bound to happen. Everyone, be careful as thou proceed.

**Therion:** . . .

**Alfyn:** . . .

**Olberic:** . . . I beg you, someone take this joke and run with it. [all laugh]

GM: Well, no harm no foul. [laughs] Now, then, the sound of tramping footsteps drift up from further in the cave.

**Olberic:** [in a low voice] . . . Found us, have they?

**Alfyn:** What're you acting all cool for?! You're the reason they found us! [all laugh]

**Therion:** Now, now, don't be like that. I slap Alfyn's shoulder from behind and move ahead of him.

**Alfyn:** Huh? You're acting kinda funny, Chu. [laughs]

**Therion:** Heh . . . [grins]

Several warriors appear from deeper in the cave, all in the same getup as the lookout outside. Decrepit armor, and chipped long swords. The air about them is far removed from your average thief or outlaw.

**Olberic:** Do any of their equipment bear markings or crests?

GM: No, not a one. However, you can see traces of something scraped off on their breastplates.

**Olberic:** Hmm . . . so that's it.

**Alfyn:** Huh? Did you figure something out?

**Olberic:** More of a conjecture, if anything.

GM: As Alfyn and Olberic talk, one of the bandits growls out angrily, "Oi! Who the blazes are you?!"

**Alfyn:** Howdy, fellas. You wouldn't happen to know a fair lass goes by Mary?

GM: [long silence] . . . "No, no, we don't."

**Therion:** Looks like we're on the money. [laughs]

GM: "Forget that, how'd you get past the lookout out front?"

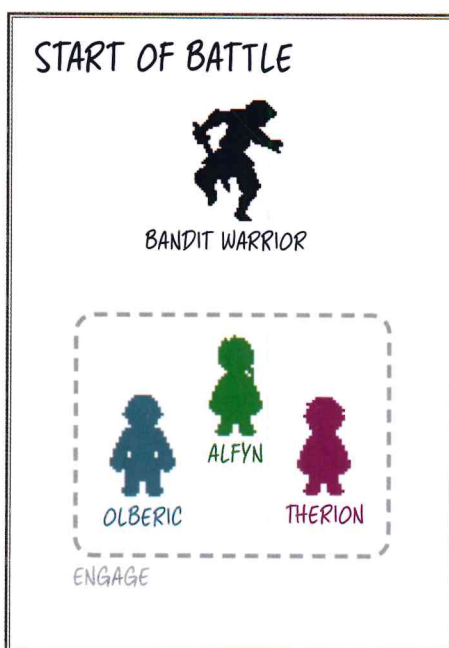
**Olberic:** He should be catching a few winks outside.

GM: "Is that right . . . Sounds like you've taken good care of our comrade. Allow us to return the favor!" As soon as he says this, the group draw their swords and take their stances. Battle start!

#### ◆ Round 1

▼ Initiative	
Alfyn	14
Therion	13
Olberic	13
Warrior	8

GM: Your foes this time are bandit-style warriors. Like the Froggens, these guys are treated as a big group. Okay, let's start with the setup process!





(\*26) I cover Alfyn!  
"Cover" means to cover for another NPC, taking the damage in their stead. You have to be in the same engagement to perform a cover, however.

(\*27) Critical Fail!  
A fatal mistake. A critical fail occurs if the dice total 96 or above. This usually means that you fail your action. Something way worse than a failure may occur, depending on the situation. For example, critical failure when dealing with an enemy attack will add +5 to damage received.

Alfyn: Nothing for me to do.

Olberic: Same here.

Therion: Yeah, me too.

GM: The warriors have nothing to do either, so it's Alfyn's main process now.

Alfyn: If it's a group, there's no need to use Amputation. I'll just chop them with my hand axe. <Close Combat> is 80%, <Weapon Proficiency: Axe> adds 10%! [rolls dice] 38, success!

GM: The warriors need a 30 for <Evasion>, so . . . [rolls dice] 58, they fail.

Alfyn: The damage is a 1d5+12. [rolls dice] That's a 9, so 17 points of damage!

GM: Pa-king! One of their Shield Points disappears.

Alfyn: Just one?!

Therion: Looks like they have more than one Shield Point.

GM: They aren't exactly like the Froggens, you know! But at least with Alfyn's attack, you know that axes are their weakness. [laughs]

Therion: I'll attack with my dagger. I'll use 1 BP to attack twice. [rolls dice] The first strike fails. The second strike . . . [rolls dice] a 69, huh? Success, but not a great roll.

GM: [rolls dice] An 18, so they evaded.

Therion: Not again! My attacks really don't connect!

Olberic: Okay, I'll try attacking with my spear. I'll use my free action to swap it in, then . . . [rolls dice] 48, success.

GM: [rolls dice] 19, they succeed in evading.

Olberic: Whaaat?!

GM: "Ha ha ha! You act all tough, but that's all you got?"

Olberic: Gnnrrrr!

GM: "Our turn next!" [rolls dice] They target Alfyn. They use the skill Thrash to add +3 to their ATK . . . [rolls dice] 54!

Alfyn: [rolls dice] 62, shoot! Evasion failed!

Olberic: I cover Alfyn! (\*26)

GM: Very well. [rolls dice] 12 points of damage.

Olberic: Taking away my DEF, I take 4 points of damage. Are you all right, Alfyn?

Alfyn: Yeah, thanks to you.

## ◆ Round 2

### ▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Warrior	8

GM: On to round 2. If no one wants to do anything during the setup process, we're back to Alfyn's main process.

## ROUND 2



Alfyn: I'll use Amputation to attack this time. [rolls dice] 57, success!

GM: [rolls dice] 96, critical fail! (\*27) Because it's a fatal mistake, they can't dodge! Not only that, add 5 points to your damage.

Alfyn: All right! Then let's increase the damage! I'll use 2 BP to add 10 more points of damage. That makes it 1d5+22. [rolls dice] Including their critical fail, that's 32 points of damage!

GM: But they still have Shield Points, so their DEF applies . . . They still have HP left, but the attack just now puts them in Break state!

Olberic: Time to press the attack! I use Abide with my free action. Then I consume 2 BP to add 10 damage. Plus, I use 2 BP to attack three times. First attack . . . [rolls dice] 29, success!

GM: [rolls dice] 75, evasion failed!

Olberic: Damage is 2d10+10 . . . [rolls dice] That's a 4 and a 5, so 19 points of damage!

GM: With a single thrust of your spear, you crush the group of warriors! Their HP has been reduced to zero.

Alfyn: Good show, Berg! Oh, and thanks for covering for me back there. Hold on, I'll heal you right up.

GM: Alfyn, you can use your First Aid skill. This skill lets you use <Treatment>, even in battle.

Alfyn: [looks at the character sheet on P. 196] Oh, this one! Can I use this together with <Heal>?

GM: Yes, you can. <Treatment> is 70%, and <Heal> adds 10%, so anything under 80 succeeds.

Alfyn: [rolls dice] 60!

GM: You succeed. Olberic recovers 1d10 in HP. This isn't a battle, so you can't use BP. Still, you can use First Aid as long as you have SP.

Alfyn: Let's see how the roll shakes out first. [rolls dice] It's a 6.

GM: Then Olberic restores 6 HP.

Olberic: Thou hast my thanks. Thou are indeed skillful. Allow me to purchase a round when we return to Clearbrook.



**Alfyn:** Heh, no need to pay me back. You're the one helping me find Mary, after all. This one's on me.

**Olberic:** I see . . . Then I accept thine offer, I say, laughing.

**Alfyn:** I should also replenish my SP.

**Therion:** Here, use these. I hand Alfyn two of the Inspiring Plums I found in the wagon.

**Alfyn:** You sure I can have these? They belong to you, don't they, Chu?

**Therion:** Well . . . they're basically unsold stock at this point. I also give one to Olberic.

**Olberic:** Thine goodwill is much appreciated.

**Alfyn:** You said it. I'm more than happy to use these. Using both of them . . . [rolls dice] Nice, I recover 15 SP. Thanks a bunch!

**Therion:** It's nothing . . . I say, then mutter to myself, "Sheesh, I must be going soft myself." At the same time, I pull another Inspiring Plum from my personal effects and eat it.

**Olberic:** I'll also eat one. [rolls dice] Right, that should do.

**Alfyn:** Still, that battle must've alerted the rest to our presence.

**Olberic:** That changes nothing about our task. We are here to rescue Mary just the same.

#### CLIMAX PHASE

### The Final Confrontation

*Climax: Scene 01*  
*Once You've Lived . . .*  
*Scene Player: Alfyn*

The cave interior opens up into an expanse. Stacked within are wooden boxes and bags stuffed to the brim and strewn about haphazardly.

In front of this stockpile sits a scraggy-looking man, an imposing figure atop one of the crates. He seems slightly older than Olberic, perhaps in his midthirties.

He is decked out in metallic armor, and a large two-handed blade rests beside him. His appearance suggests he was waiting for the party to arrive. Scores of warriors surround him, all of them at the ready.

**GM:** Okay, this is the last battle! We call this the "climax phase"! Before you stands a man wielding a two-handed sword, and warriors that appear to be his underlings. The man stands slowly, his shadow wavering softly in the light of the wall torches.

**Therion:** Must be their leader . . .

**GM:** You guessed right. "What rude guests we have here," he mutters with a hint of annoyance.

**Alfyn:** Hey, we're in a bit of a rush here. Could you just tell us where the girl Mary is?

**GM:** "Gee, can't say I've seen her," he replies, scratching his chin with feigned ignorance.

**Alfyn:** I'd wager you have.

**GM:** He smirks in response. "More importantly, you've sure done a number on my poor assistants."

**Therion:** A little greeting and they fell like a stack of cards. Shouldn't you teach them to be a bit more help? . . . Not that I did anything, but still. [all laugh]

**Olberic:** We apologize for our rough methods. We were simply defending ourselves. . . . Pay no mind to the lookout outside. [all laugh]

**Alfyn:** You guys . . . Anyway, who cares about that? Let go of Mary, right now!

**GM:** "I told you, I don't know any 'Mary.' Now, if you really wanna apologize for my guys, why don't you leave all your stuff here with me? Do it, and I'll let you live."

**Alfyn:** So if we leave everything . . . you'll let us walk out of here?

**GM:** "Precisely. Leave that axe, your vest and all that medicine, and you're scot-free, promise."

**Alfyn:** Is that right? Let's cut to the chase, then. Now then, off with these clothes . . .

**Olberic:** . . .

**Therion:** . . .

**Alfyn:** . . . Something wrong?

**Olberic:** Thou art far too trusting, Alfyn. Release thy weapon, and they shall simply slaughter thou whilst you lack the means to resist.

**Therion:** Sheesh . . .

**Alfyn:** [to the man] Hey, is that true?!

**GM:** The man grins widely. "Aw come now, perish the thought! Now just leave your things here and mosey on home, yeah?"

**Alfyn:** Those are the eyes of a liar! You won't trick me again! [all laugh]

**Therion:** Seriously . . .

**Olberic:** So are these guys wearing the same plate armor as their compatriots?

**GM:** Exactly.

**Olberic:** Then I'll ask them a question. That armor of yours . . . are you perhaps erstwhile knights?

**GM:** "Well now!" exclaims the man in astonishment, his eyes glaring at Olberic in a cold appraisal. "Maybe I'll tell you, if you can beat it out of us."

**Olberic:** Right, then . . . those terms are fair enough. I draw my sword, and take my stance.

**GM:** The man readies his own blade in turn. Okay, battle start!



## ◆ Round 1

### ▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Leader	12
Warrior A & B	8

GM: The PCs all count as one engage this battle. A distance from them, a group of bandits stand in a single engage we'll call "Warrior A & B." Beyond them waits the man—we'll call him "Leader" for now. Given the shape of the cavern, you won't be able to fight the Leader until you clear the path by defeating Warrior A & B.



Alfyn: So we've got to clean out the small fries to get to the Leader?

GM: Exactly.

Therion: Are these warriors the same type as the ones we fought before?

GM: Indeed they are. [laughs] Okay, time for round 1's setup process. If there are no actions to take, let's start with Alfyn's main process.

Alfyn: I use my movement to approach Warrior A, then use my main action to attack with my hand axe. I want to save my BP for the boss, so this is just a normal attack. [rolls dice] 46!

GM: Warrior A's <Evasion> is 30%, so . . . [rolls dice] 37, they fail.

Alfyn: The damage is a 1d5+12. [rolls dice] 15 points of damage!

GM: Pa-king! Warrior A takes damage, and loses a Shield Point from their axe weakness.

Therion: I'll see if my dagger is effective against Warrior B. I'll also consume 1 BP to attack twice. I use my movement to get close enough. <Close Combat> is 70 . . . [rolls dice] Yes! I got a 10, that's a critical! Now's my chance to—

GM: [rolls dice] . . . Oh. They got a 1.

Therion: WHAAAAAAT?!

GM: They evade with their own critical roll.

Therion: D-damn it all! But I, I still have my second attack! [rolls dice] 77, attack failed! The heck is going on here?! Are these dice rigged or something? [all laugh]

Olberic: It's your fault for keeping up the merchant act. [laughs]

Therion: Unngh . . .

Olberic: 'Tis about time to get serious, wouldn't thou say? I say to Therion, using Level Slash to attack Warrior A & B simultaneously. [rolls dice] 62, success.

GM: [rolls dice] Both failed their evasion rolls!

Olberic: Yes! [rolls dice] 13 points of damage.

GM: This puts Warrior A in Break, while Warrior B loses a Shield Point.

Alfyn: Well done!

GM: Time for the Leader to attack. He uses his movement to move to the PC engage, then with his main action uses Level Slash.

Alfyn: He can use the same skill?!

GM: "I'll knock your block off!" [rolls dice] Hits with 12, that's a critical!

All: Whaaaat?!

Alfyn: [rolls dice] 55, I failed to evade.

Therion: [rolls dice] I got an 11, but it's not a critical so I fail, too.

Olberic: [rolls dice] Evasion failed.

GM: It hits all of you, then? The critical adds 5 points of damage to a 1d5+20 roll. [rolls dice] 24 points of damage.

Alfyn: My DEF is 3, so I take 21 points. Yikes! My 33 HP got reduced to 11 . . . That's two-thirds in one go!

Therion: I took 19 points of damage.

Olberic: 16 points for me . . . This is not the sword of a mere thug.

GM: "Well now, whattaya say? If you want to retreat, now's the time."

Olberic: Don't make me laugh.

GM: "Sorry, but I hate comedy. Get 'em, boys!" Next, the warriors will attack. First, Warrior A will attack Olberic . . . [rolls dice] 76, attack failed.

Olberic: Good!

GM: Now Warrior B will attack Therion . . . [rolls dice] Oh, they failed, too.

Therion: Heh, I've already seen through your movements. Let me say something like that, at least. [laughs]

GM: Okay, that's the end of round 1!

## ◆ Round 2

### ▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Leader	12
Warrior A & B	8



GM: On to round 2. First is the setup process.



Alfyn: Okay, I'll use Concoct here.

Therion: I won't do anything.

GM: No setup process on my end, either. Next is Alfyn's main process.

Alfyn: How much HP do you guys have left?

Therion: 13 HP.

Olberic: 22 HP.

Alfyn: Then I'll heal Therion . . . ah, I mean Chu. I leave the offensive to you two!

Olberic: Very well.

Alfyn: For my main action, I use First Aid on Chu . . . [rolls dice] 39, I succeed. I use 1 BP to add 5 to the HP healed. [rolls dice] That's a 3, so 8 HP restored.

Therion: You're a lifesaver.

Alfyn: Don't sweat it, I say! With my free action, I use two Healing Grapes from my personal effects. [rolls dice] Okay, that's 10 HP restored.

Olberic: So next is me or Therion . . . Warrior A is in Break, but Warrior B still has a Shield Point, right?

GM: Exactly.

Therion: So we either attack A while they're in Break, or focus on putting B in Break . . .

Olberic: Plus, we should decide if we can put them in Break with our attack types.

Alfyn: This game sure requires some strategy!

Olberic: It sure does. Really makes you think. [laughs]

Therion: Then I'll move first and attack Warrior B. They're weak to daggers, so I'll aim for a Break. After that, Olberic can clean them up with Level Slash.

Olberic: Sounds good.

Therion: First, I use my free action to consume a Healing Grape. [rolls dice] 10 HP recovered!

Alfyn: Oh, good job!

Therion: With my main action, I'll attack twice with my dagger. Please, just hit already! Here's my first attack on Warrior B. [rolls dice] 63, success.

GM: [rolls dice] 6, they succeed in evading.

Olberic: Boy, that's rough. [laughs]

Therion: Damn! Then the second attack . . . [rolls dice] 55, success!

GM: <Evasion> for Warriors is 30, so the odds of getting another roll under that are pretty low. [rolls dice] . . . 29.

Therion: Not again! [all laugh]

Alfyn: Therion, your luck with the dice is just terrible.

Olberic: Let's treat this as part of the thrill of TRPGs, yeah? [laughs]

Therion: This character's so cool in the real game . . . This really sucks. [all laugh]

Olberic: Now, let's try and collect ourselves. My attack is next. I'll use Level Slash to attack them all at once! [rolls dice] Oh! A critical!

All: Woooo!

GM: [rolls dice] Both Warrior A and Warrior B fail to evade. As for the Leader . . . [rolls dice] Failure!

Olberic: Now's my chance! I consume 3 BP to add 15 damage. [rolls dice] 28 points of damage!

GM: This wipes out all of Warrior A's HP. Warrior B has some HP left, but they're in Break. The Leader, however, is not weak to swords, so they take normal damage without losing Shield Points.

Olberic: Swords don't work, huh? I should try using my spear next time. Oh, and I'll use my free action to eat a Healing Grape. The Leader's attacks are scary.

GM: Next is the Leader's turn. He uses Muster Strength with his main action. His attacks next round will have an extra 5 points of damage.

Olberic: You can't be serious!

GM: Next, Warrior B attacks Alfyn. They use Thrash in their main action. [rolls dice] Hits with 36.

Alfyn: [rolls dice] Shoot, I failed my evasion.

GM: [rolls dice] Then that's 19 points of damage.

Alfyn: After my DEF, that's 16 points I take. Only 5 HP left. That's . . . not good.



◆ Round 2

▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Leader	12
Warrior B	8

GM: This roller coaster ride continues with round 3. First is the setup process.

Olberic: I use Bolster Defense. Consuming my last 2 BP, I raise my DEF by 10 points.

GM: Strengthening your guard, are you? Next, Alfyn's main process.

Alfyn: I'm taking the most damage, so maybe I should heal myself.

Olberic: In that case, would you heal me instead?

I raised my DEF, and I can cover Alfyn against any attacks coming his way.

Alfyn: Gotcha. Then I'll use First Aid on Berg in my main action. [rolls dice] Success. Then by consuming 1 BP . . . [rolls dice] I heal him for 7 HP.

Olberic: Much obliged!

Therion: I'll move next. I'm wary of that Level Slash,

so I'll use my movement to move away from the engage. Then I'll take my main action and use Wildfire on the Leader. <Magic> is 70%, so . . . [rolls dice] 79. I . . . failed. I honestly don't think I've hit with a single attack. [laughs]

GM: It's, um, all in the service of protecting your identity, I'm sure.

Olberic: Even taking the disguise into account, these rolls are still abysmal. [laughs]

Therion: I can't remember the last time my rolls were this against me . . . [shoulders droop]

Alfyn: Now, now, these things happen to everyone.

Olberic: My turn next. I'll use Level Slash again. Hopefully this defeats Warrior B . . . [rolls dice] 75, I succeed.

GM: First I'll roll for the Leader. [rolls dice] He fails his evasion. Next, Warrior B . . . [rolls dice] Oh, they succeed with 30 on the dot.

Olberic: There's no real point if Warrior B's still around, but . . . [rolls dice] I deal 11 points of damage.

GM: That level of damage won't leave a scratch on him.

Olberic: Boy, it's tough when they're not in Break.





GM: Exactly. The Leader barks an order to his underlings. "After that one running. Don't let him escape!"

Therion: Set his dogs on me, did he?

Olberic: Chu!

GM: "Hey, now, your opponent is over here. It's been a spell since I faced a man of your mettle. May I ask your name?"

Olberic: I guess I'll answer here. "My name is Olberic Eisenberg!"

GM: "Well now, the 'Unbending Blade' himself! Certainly not disappointed to face a man like you."

Olberic: Would thou extend the same courtesy of naming yourself?

GM: "Lazard, former knight of Edolas!"

Olberic: I see . . . So thou art the famed 'Fallen Blade,' then, I say with a knowing look.

GM: What kind of setting is that? [laughs]

Olberic: Beats me. [all laugh]

GM: Well, it's not far off from the setting I thought up. [laughs] Now then, Lazard attacks Olberic. He uses Mighty Blow as his main action to raise his ATK even further! [rolls dice] Hits with 30.

Olberic: My <Evasion> is 60% . . . [rolls dice] Critical fail?!

All: WHAAAT?!

Olberic: Hmph, this is a mere trifle. Come at me! [all laugh]

GM: Adding the critical fail, the damage is 1d5+20. The skill adds 10 more points of damage, so . . . [rolls dice] 31 points.

Olberic: 6 HP left! I survived!

GM: Lazard brings his blade straight down onto Olberic!

Olberic: "I took thy blow head-on, yet here I stand!"

GM: "You withstood my strike? . . . The 'Unbending Blade,' indeed," Lazard mutters in praise. Finally, Warrior B moves away from the engage, and ends their action!

#### ◆ Round 4

##### ▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Lazar	12
Warrior B	8

GM: On to round 4! Nothing happening in the setup process, I wager? Then, Alfyn, your main process, please.

Alfyn: Anyone want me to use First Aid on them?

Olberic: Yes, please!

Alfyn: Got it. Then I'll leave the cannon fodder to Therion—uh, Chu. I'll use First Aid on Berg in my main action. [rolls dice] Oh, 10 is a critical!

#### ROUND 4

LAZAR  
(LEADER)

OLBERIC

ALFYN

ENGAGE

BANDIT WARRIOR

THERION

GM: That adds 5 HP to your healing, so roll 1d10+5.

Alfyn: Then I'll use 1 BP here. [rolls dice] A 9, so that's 14 HP recovered!

Olberic: Fantastic!

GM: Next is Therion or Olberic's turn.

Therion: How much of Warrior B's HP is left?

GM: A third of it. In other words, a good 60% of the group is down.

Therion: Then I'll attack with my dagger. I throw off my merchant disguise, and call myself to the surface!

Alfyn: Whuh?! Chu's like a different person! [all laugh]

Therion: Playtime is over . . . [rolls dice] 26, a success.

GM: [rolls dice] 45, evasion failed.

Therion: YES! I finally hit something! [all laugh]

Olberic: Congratulations. [laughs]

Therion: Damage is 1d10+6 . . . [rolls dice] 11 points of damage!

GM: Break puts Warrior B's DEF at zero, so this drains their HP completely. Thud!

Therion: I shoot through the pack of warriors, ripping them to shreds. "You lot weren't bad at all . . ." [all laugh]

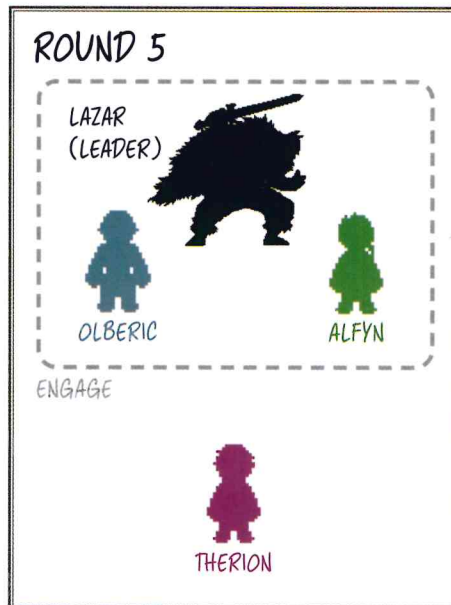
Olberic: All right. Now we can focus on Lazar. I use my free action to swap to my spear, then attack! [rolls dice] 87, a failure!

GM: "Seems you aren't as seasoned with polearms. A poor attack indeed." Lazar uses Gather Strength with his main action. Okay, that's the end of this round. On to the next one.



### ◆ Round 5

▼ Initiative	
Alfyn	14
Therion	13
Olberic	13
Lazar	12



Alfyn: Okay, let's see . . . Should I do some healing? Or maybe I should attack Lazar?

Olberic: Either works, it's up to you, Alfyn.

Alfyn: All right. In that case, I'll use First Aid on myself. [rolls dice] 7 HP recovered. That should keep me stable.

Therion: Next is me or Olberic. Either way, we should get Lazar in Break.

Olberic: Right you are.

Therion: Then I'll move first. We've got to find his weaknesses, after all. I'll use Wildfire on Lazar as my main action. [rolls dice] 42, success.

GM: [rolls dice] 62, evasion failed. Please calculate your damage.

Therion: Things are finally going my way. I'll use 3 BP for a damage of 2d10+15. [rolls dice] I do 34 points of fire damage!

GM: Fire isn't a weakness of his, so his Shield Points remain. Still, he does take damage. "Arrgh, curse you!"

Olberic: Where art thou looking? I believe I was thy opponent, yes? I've used up all of my BP, so I'll just attack with my spear. [rolls dice] 45, success.

GM: [rolls dice] 95! Evasion failed!

Olberic: Damage is 2d10. [rolls dice] 14 points of damage.

GM: Olberic's strike glances off of Lazar's armor. Still, one of his Shield Points disappears.

Olberic: Spears were a weakness, huh? Shoot, I should've saved my BP . . .

GM: "You're too late!" Lazar cries, using Mighty Blow on his main action to attack Olberic. [rolls dice] Hits with 60!

Olberic: [rolls dice] Evasion failed.

GM: [rolls dice] 30 points of damage!

Olberic: But thanks to Bolster Defense, I only take 12 points of damage. I have 10 HP left.

GM: "Damn, you're made of sturdy stuff!"

Olberic: 'Tis due to the pair at my back. They are why I cannot let thou through!

GM: "So this is what they mean by the 'Unbending Blade'! I'm happy I got to fight you!"

### ◆ Round 6

▼ Initiative	
Alfyn	14
Therion	13
Olberic	13
Lazar	12

GM: On to round 6.

Alfyn: I'll heal Berg's injuries. Okay, time for First Aid. [rolls dice] 38, success. I use 1 BP to heal 7 HP.

Therion: Jeez, what a troublemaker. [laughs]

Olberic: My thanks, Alfyn! Who knew that comrades could be so reassuring?

Therion: My turn next. Fire's no good, so let's try my dagger. And for a dagger attack . . . [rolls dice] 51, success.

GM: [rolls dice] Shoot, evasion failed.

Therion: [rolls dice] 9 points of damage.

GM: He doesn't take any damage, but he loses a Shield Point.

Therion: So THAT was his weakness . . . Jeez, he's even more trouble.

Olberic: Then I'll attack with my spear! [rolls dice] 29, success.

GM: [rolls dice] 9. Successfully evaded!

Olberic: Still have some fight in thou, then?

GM: "I refuse to die here!" Lazar uses Gather Strength. With this, round 6 is over.

### ◆ Round 7

▼ Initiative	
Alfyn	14
Therion	13
Olberic	13
Lazar	12

GM: If there's nothing to do during the setup process, then it's Alfyn's main process.

Alfyn: How's your HP, Berg?

Olberic: 17 HP left.

Alfyn: I use First Aid on Berg. [rolls dice] I failed?! But, but my apothecary chops . . .

Olberic: Don't worry. It happens to the best of us.

Therion: Right, I'll move first and chip away at his Shield Points. I attack with my dagger. [rolls dice] 38, success.



GM: [rolls dice] 78. Evasion failed. Please calculate your damage.

Therion: [rolls dice] Dang, only 7 points of damage. Still . . .

GM: Yes, that destroyed another Shield Points. Plus, the attack put Lazar in Break state.

Olberic: Very well! I use my free action to switch back to my long sword. This should raise my accuracy as well. [rolls dice] 99! What in the—! A critical fail here, of all places?! My hand must've slipped while I was changing weapons! [all laugh]

GM: "This is all the 'Unbending Blade' has to offer? You have certainly gotten rusty!"

Olberic: Ungh . . . !

GM: Lazar slashes at Olberic. He uses Mighty Blow. [rolls dice] Hits with 51.

Olberic: [rolls dice] 50! I evade, but just barely.

GM: "Damn! Still have spirit, it would seem!"

Olberic: Looks like we'll settle things in the next round.

### ◆ Round 8

#### ▼ Initiative

Alfyn	14
Therion	13
Olberic	13
Lazar	12

Alfyn: Since he's in Break, it's about time I got fighting, too. "It's getting hard to watch you guys, you know!"

Olberic: I am truly sorry. Truly, sincerely, f-forsooth! [all laugh]

Alfyn: It's fine, it's fine! I use my movement to get close to Lazar and use Amputation as my main action. [rolls dice] 4! A critical!

GM: NOW you get a critical?! [rolls dice] he didn't get a critical, so evasion failed!

Alfyn: I'll sink the rest of my BP! The damage is 1d5+27. [rolls dice] That's a 7. Half of that rounded up is 4. 31 points of damage! Give us back Mary, NOW!

GM: In Break, Lazar takes every point of damage, but he's still standing!

Alfyn: Darn! The rest is up to you guys!

GM: Next is Therion or Olberic.

Therion: Looks like now's my time to shine. I'll let Olberic fell him, using Steal here instead.

Olberic: Now?!

Therion: My aim is the Ebony Lachrymite, after all. I pretend to attack with my dagger, and use my Path Action on Lazar instead.

GM: [knowing he'd really find it if he searched the room, but thinking this works too] Understood. In that case, a small bag hangs from Lazar's waist that looks to be a likely culprit.

Therion: That's it, huh? <Sleight of Hand> is 60%. Using Steal adds 20% . . . [rolls dice] Yes! Success at 35. Apologies, but I'll be taking this off your

hands.

GM: "Wha-wha-whaaat?! You . . . you're a thief?!"

Therion: I let a grin slip in silent reply. Berg, I leave the rest to you.

Olberic: You certainly take the good bits for yourself. [laughs] Well then, as a warrior myself, I should attack with my long sword. [rolls dice] Success!

GM: [rolls dice] 90, evasion failed.

Olberic: [rolls dice] Okay, I'll end it here! 12 points of damage!

Olberic's unbridled blow arced in Lazar's direction. No longer able to dodge, the former knight took the full brunt of his blade. In the space of an instance, Lazar's sword left his hands and he fell to his knees, as if broken.

The crash of heavy metal echoed throughout the cave.

"It is . . . my loss. Finish me."

Lazar had steeled his heart for the end.

But Olberic sheathed his sword, and spoke to his felled foe in admonishment.

"Living offers its own form of redemption."

The warrior spoke the words as if to remonstrate himself as well . . .

#### ENDING PHASE

### A Time for Goodbyes

#### Ending: Scene 01

#### Homeward Bound

#### Scene Player: Alfyn

Leaving the binding of Lazar and his underlings to Olberic and Therion, Alfyn heads deeper within where their cargo is stored.

His eyes dart around the area as he calls out for Mary. But soon, his countenance changes from anxious impatience to relief.

At the edge of his vision, he spots Mary sleeping among the merchandise, having swooned from fear or passed out from exhaustion.



GM: Now we're close to the ending.

Alfyn: First thing's first, we've gotta look for Mary! Maryyyy! You here?

GM: As if answering to the name, a soft moan can be heard somewhere in the chamber.

Alfyn: Is that Mary? I jog lightly in the direction of that voice!

GM: When you do, you find Mary.

Alfyn: Mary, you all right?

GM: "Alfyn . . . ? What am I . . . ?" She doesn't seem to process the situation, her mind still cloudy.

Alfyn: Is she hurt?

GM: As far as you can tell, she's unharmed. Her clothes are a bit disheveled, but she doesn't seem roughed up at all.

Alfyn: I see, that's good . . .

GM: "Where am I?"

Alfyn: We're in the forest. Don't worry, this is all just a bad dream. Just close your eyes, you'll wake up back in your bed.

GM: "Okay . . ." Mary closes her eyes again and, as if exhausted, starts going right back to sleep.

Alfyn: I gently pick her up.

Olberic: Looks like she's safe.

Alfyn: Yeah, looks like it.

Olberic: If thou would, Alfyn, please escort the lass back to Clearbrook. I would ask that thou then return with some able bodies. We have need of them to carry this lot.

Alfyn: All right, Berg, I'll be back when I can.

Therion: I'll go with you, Alfyn.

Alfyn: Oh, much appreciated . . . Hmm? Something's different about you, Chu . . .

Therion: Your imagination, I assure you. [laughs]

Ending: Scene 02

Mask of Lies

Scene Player: Therion





Olberic returns to Clearbrook with Lazar's band in tow.

Yohann, Mary, and most of the other villagers greet him at the entrance, perhaps to hail him for his efforts.

GM: Okay, let's go to the next scene. Olberic returns to the village with the bound Lazar, accompanied by villagers who had received word from Alfyn.

Alfyn: Welcome back!

GM: Yohann and Mary take the opportunity to thank you again. "Thank you so much for saving my daughter!" "Thanks, mister swordsman!"

Olberic: Nay, such praise cannot fall to me alone. Without Alfyn or Chu, the deed would not have been done.

Alfyn: Heh heh, I helped out someone in a bind. Simple as that. So hey, who the heck are these lowlives, anyway?

Olberic: Let's pretend like I asked Lazar about it on the road home. *[laughs]*

GM: Very well. As Lazar said, he's a former knight of Edolas. The lack of major conflicts lately meant no means of compensation for them, so they turned to assaulting merchants.

Therion: Guys like them are known as robber knights.

Alfyn: Robber knights?

Olberic: They earn coin as knights in wartime, and thieve to subsidize in peacetime.

Alfyn: Can they still be called "knights," then?

GM: Knights are allowed to challenge others to duels. Exploiting that system, they engage in lawful theft—hence, "robber knights." But in Lazar's case, he went a little too far, and was stripped of his knighthood. Eventually, he came to be known as the "Fallen Blade."

Olberic: Oh! It's all come together! *[laughs]*

GM: He confessed that Mary's kidnapping was for the purpose of selling her off somewhere.

Alfyn: So it was all for money in the end . . . Talk about a tough world out there.

Therion: Money never betrays. Unlike people.

Alfyn: Well, I suppose a merchant like you would think as much, Chu. Even so, your help was invaluable back there. And just look at all that cargo we found!

Therion: *[smiling]* Yes, just look at it.

Alfyn: Oh, yeah, I'd better go thank Zeph, too. I dumped all of my work onto him earlier. Why don't you guys come with me? I can introduce you.

Olberic: Ah, yes, after all this I might as well. And what say thou?

Therion: I think I'll pass. I had better check on the stolen wares.

Alfyn: Oh, okay . . . Ah, well. Thanks again for everything, Chu.

"Chu, he says . . ."

Therion murmurs softly to himself.

I have given up on trusting people, while he practically lacks the ability to doubt. I can't say for sure which way of living is better.

Perhaps this lad should stay the way he is. The thief thinks this to himself for no reason in particular.

"Say, is something wrong?"

"No, nothing at all. Take care of yourself, Alfyn."

Feigning mercantile cordiality once more, Therion expresses his thanks. For the sake of his performance, he can bow his head as many times as is needed. But this boy, he believes, must be different.

At this point in his life, Therion never even entertained the idea of trusting others again.

That would not change . . . not until he encounters that woman years down the line.

### Ending: Scene 03

### Purpose of the Blade

### Scene Player: Olberic

GM: Right, time for the final scene. We're at Zeph's clinic. "Welcome back, Alfyn," greets his friend as usual.

Alfyn: Hey, Zeph. Sorry for leaving all the work to you.

GM: "It was for the village, what else could you do? Besides, that empathetic streak of yours is why I work with you in the first place. If anything, I should apologize for leaving the hard work to you. . . . Uh, say, who's that behind you?"

Alfyn: Oh, this is Berg. He helped me handle things out there.

GM: "Is that right? Thanks for all your he—ooooo hell, you're a mess! Come here quick, let me tend to those wounds." Saying that to Olberic, he glances Alfyn up and down . . . um, you ARE injured, aren't you? *[all laugh]*

Alfyn: Oh yeah, now that you mention it. *[laughs]*

GM: "Sheesh, fine, I'll tend to both of you at once!" And with that, Zeph starts to treat the two of you.

Olberic: Much obliged.

Alfyn: Sorry as always, Zeph.

GM: Zeph's little sister Nina walks into the room right around the time he finishes up. "I've prepared some warm food, let's all eat together. You're welcome to join us, Mister Berg."

Alfyn: Nice, thanks, Nina! Come on, Berg, eat your heart out.

Olberic: Very well, if thou insist.

GM: "Eat your heart out, you say . . . this is my house, you know."



(28) Tressa  
One of the protagonists of *Octopath Traveler*. A young merchant girl.

Alfyn: Ah, my bad . . .

GM: For the first time in many a moon, Olberic enjoys a meal filled with pleasant banter.

Olberic: Yeah, that sounds about right. I would've been traveling all alone this whole time.

GM: Now then, it's the next day. What will you do, Olberic?

Olberic: I'll get back out on the road. This isn't the place for me. Besides, this village has Alfyn. Surely they'll be fine.

Alfyn: You betcha! *[laughs]*

GM: In that case, Alfyn's probably seeing off Olberic as he sets out.

Olberic: Before I leave, I say to Alfyn,

"Alfyn, lad, I feel thou shouldst set out on thine own journey someday. With thine capacity, surely thou canst aid a fair number of those in need."

Taken aback by Olberic's words, Alfyn thinks a moment, then rejoins,

"When I was a kid, a traveling apothecary saved my life. I always thought I wanted to be like him some day. Still . . . my mom, she's a bit frail, y'see. I can't leave her behind. That's why I'll polish my skills in this here village."

"I see. Thou shalt become a fine apothecary one day, I'm sure. Thou wert a true ally."

Olberic extends his hand in solidarity.

Breaking into a grin, Alfyn accepts the gesture with a handshake.

"That's my line. Thank you for your help! Come back if you ever get hurt! I'll fix you right up, yeah?"

Olberic nods, his own countenance betraying a smile, and releases Alfyn's hand with a tacit expression of gratitude.

The lone warrior then leaves Clearbrook behind him, without even a glance back at the village.

Ending: Scene 04  
Octopath Traveler  
Scene Player: Alfyn

GM: And with that, our game is over. Well done, everyone!

All: Back at you!

GM: . . . That being said, I have a bit of a bonus epilogue for you. *[laughs]*

All: A bonus?

GM: That's right. Fast forward to the present day. The setting is a nondescript tavern. Four people are sitting around a table: Alfyn, Olberic, Therion, and Tressa. (\*28)

Alfyn: Tressa?!

GM: Think of this as a scene from *Octopath Traveler*.

Olberic: We've jumped to the main story?!

GM: *[laughs]* "Wow, what a story," utters Tressa, in response to an anecdote from Alfyn.

Alfyn: What? In this group?

Olberic: Oh, I see. The idea is that Alfyn was talking to Tressa.

GM: Exactly. Then Tressa says, "You know, hearing that story now, Berg and Chu kind of sound like Olberic and Therion, don't you think?"

Alfyn: ". . . Say what?" I pipe up, then look over at those two. *[laughs]*

Olberic: In that case, I take a swig of ale and ask, Thou had yet to realize it?

Alfyn: What? Y-you were Berg, Olberic?! And you, Therion, you were Chu?!

Therion: Pfft . . . *[laughs]*

Alfyn: WHAAAAAT?!

Olberic: I was sure thou must have discerned the truth by now . . .

GM: "Wait, you mean you're the only one that hadn't figured it out? Boy, I know this is you we're talking about, but . . ." chuckles Tressa.

Alfyn: You should've said something sooner!

GM: "Now, now," coddles Tressa, rubbing Alfyn's head. "So then, how does it feel to set out on a real journey?"

"There's so much to learn in this world. It's like Berg—uh, Olberic said, taking this step was a good idea. And as long as I'm on the road, there's a chance I'll meet that man."

Alfyn thinks back to his past, and forward to the future.

"I hope you get to meet him."

"Yeah . . . That man is the reason I am who I am. I want to thank him someday. Ah, but before that . . ."

With that, Alfyn turns to the warrior and the thief.

"Olberic, Therion, thanks for all your help back then! We've only just begun!"

Octopath Traveler TRPG Replay

Memories of Fortune

~ Fin ~



OCTOPATH TRAVELER TRPG

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MEMORIES OF FORTUNE

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# OCTOPATH TRAVELER®

## THE COMPLETE GUIDE

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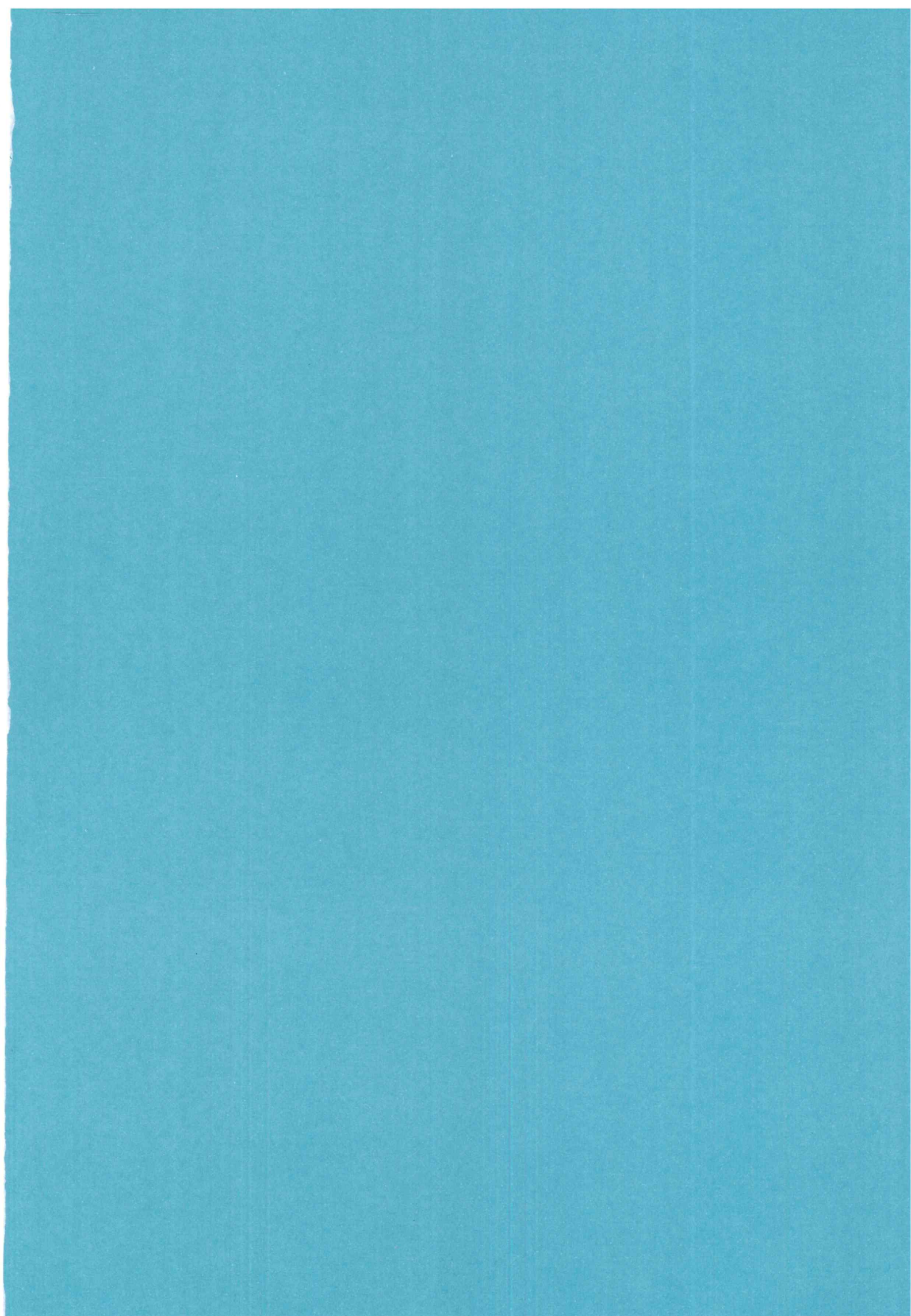
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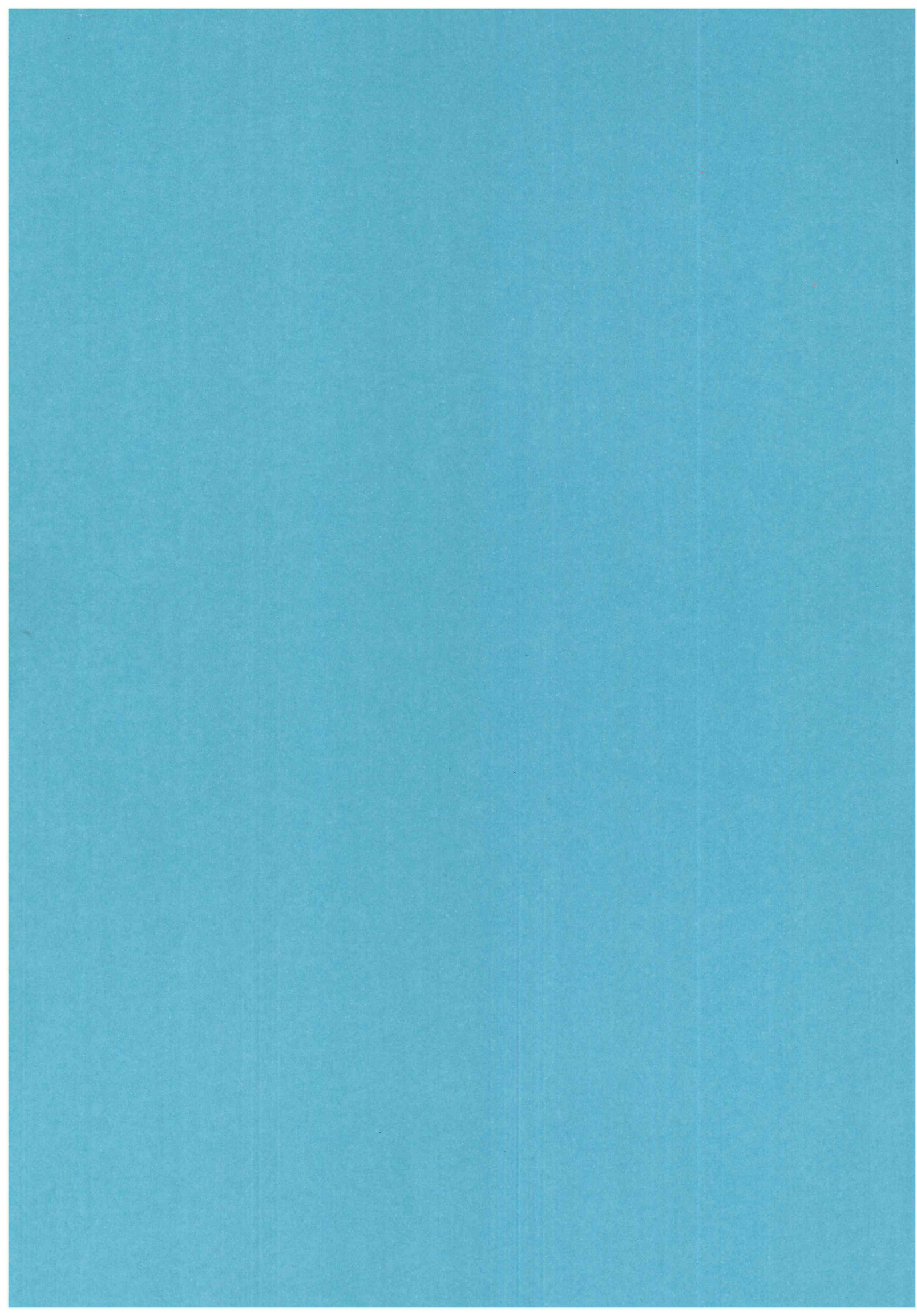
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